

**ARCHITECTURE DEPARTMENT**

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DESIGN REPORT



## **TIME EXPERIENCE IN ARCHITECTURE**

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# Thesis Report

Title:

Time Experience in Architecture

By

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# A b s t r a c t

Nowadays, the survival of obsolete frameworks seems as to paralyze city development. We then demolish those obstacles by covering our city with a new skin. A skin contains an essence so-called STANDARDIZED COMFORTABLE LIFE. Everything is standardized in order to increase efficiency. Everything is preset rather than intent. The enlarging of this new standardized skin threatens our city, which identity and historical context are losing. Our sense of time on history is diminished by redevelopment process. Also, different kinds of functions, like shopping mall, casino, ballroom, railway and car park, are invented which was designed to be A CONCEALED AND "TIMELESS" SPACE.

A time architecture is not only help to enhance the spatial experiences, it also help us to understand our city identity through history and also help to recognize and remember who we are, enables us to place ourselves in the continuum of culture. A MEMORABLE EXPERIENCE OF ARCHITECTURE IS SPACE MATTER AND TIME FUSE TO ONE SINGLE DIMENSION.

This thesis intends to find the ways TO EXPRESS THE DYNAMIC "TIME" IN THE STATIC "SPACE". Three different time senses – past, present and future – are experimented in this project. It is also aimed to prevent the destruction of historical and cultural context by "timeless" architecture. An endangered site - Peel Street/Graham Street – is chosen. To take advantage of this "historical" site, various time elements, like old tree, graffiti walls, old market, is saved for expressing the sense of time.

# 序

現今城市發展往往與我們的歷史和傳統產生矛盾。我們將原有的歷史痕跡蓋上一層統一化的外殼。所有的事物都被標準化藉此增加效率，一切都被預先設定而不是人們的意向。那層被規範化的外殼續漸擴張並威脅著我們的城市的本質和歷史背景。加上不同新型的建築種類，如商場、賭場、鐵路或停車場都需要一個隱蔽和無時間性的空間。人們對於時間的感覺漸漸地模糊。一個難忘的建築體驗需要融合三維空間與時間的感受。時間建築不僅能豐富對空間的體驗，它亦能幫助人們瞭解城市和自身的傳統和歷史。

這份論文意欲藉著三種不同的時間感覺 - 過去現在和將來 - 來尋找一種方法將動態的「時間」融合於靜態的「空間」內。亦希望能制止我們的歷史和文化背景繼續遭受「無時間性的建築」的破壞。這份論文的展現場所被選擇為一個正面臨危機的地方 - 卑利街/嘉咸街，利藉著保存各種各樣的時間元素 - 像老樹、牆壁的痕跡和老市市集 - 來幫助表達時間感覺。

# B a c k g r o u n d

Standardized life

=fast(Timeless) + convenient + efficiency

The effect of standardized life on architecture was concreted by Le Corbusier. He promoted mass production since 1915. The aims of this action are to investigate a fast & economic construction and also to provide a standardized comfortable life to every citizen.

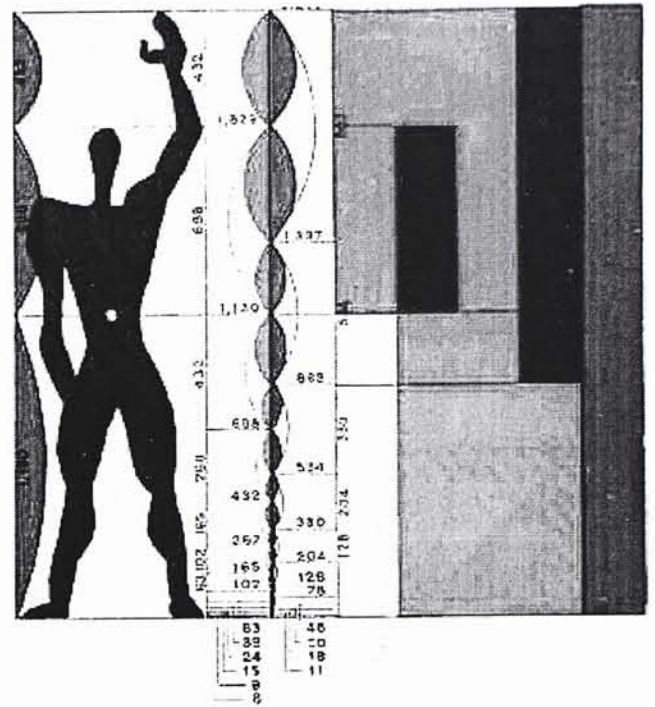
The Methodology of his mass production are:

1. Standardized materials: steel & concrete
2. Modular System
3. Using prefabrication (use of mechanic)

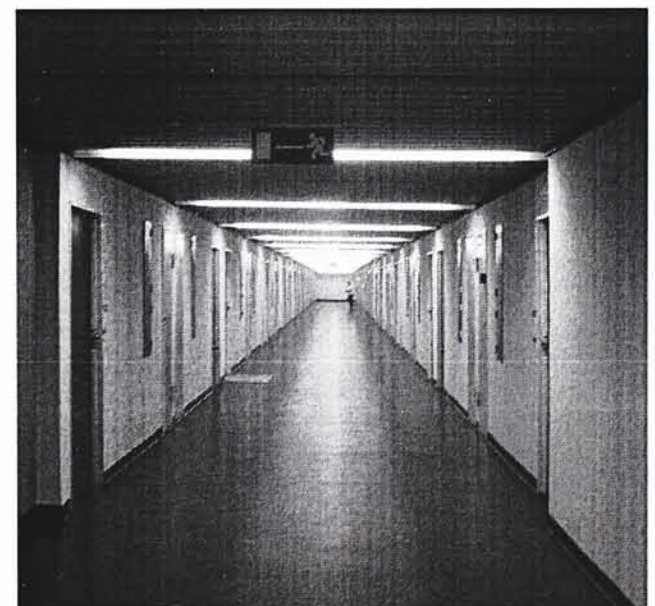
At the end, his definition of quality of life  
= Quantification + Standardization.

This revolutionary architectural concept generated a great effect around the world. Hong Kong was also influenced by this "new virus". There were two main issues adopting this virus:

1. Public housing
2. Transportation network



Modular system in human



Standardized living environment  
1947-1952, Unite d'Habitation, Marseille



# New \_ v i r u s

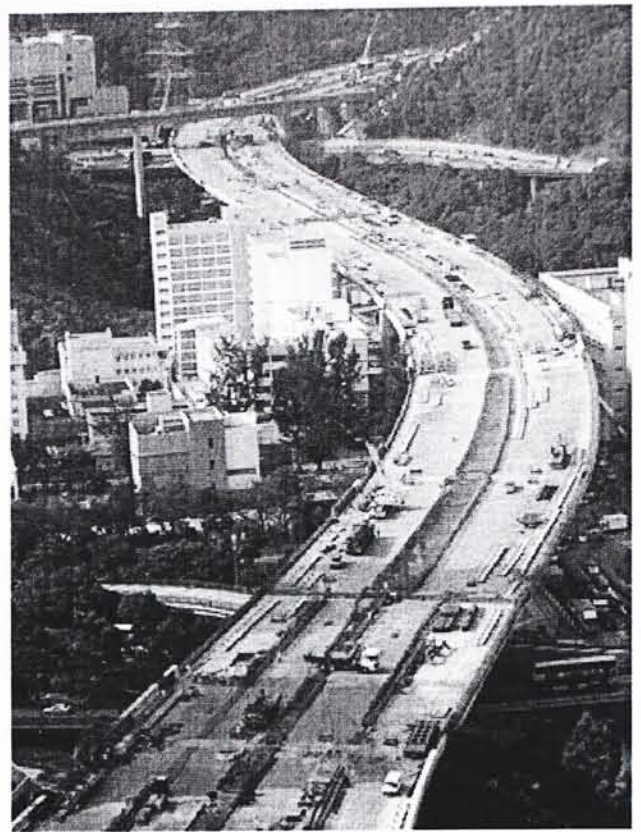
## Public Housing:

In 1949, masses of refugees surged as a consequence of the Civil War. The number of population in Hong Kong greatly increased. And the squatters increased drastically too. In 1953, a fire swept through the Shek Kip Mei Squatter area. The government adopted Le Corbusier's Mass Production theory to quickly construct several mass housing estates, in order to house those victims. The government started to rethink the standard of living condition for the citizen.

## Transportation network:

Today, the Hong Kong government sees transport (circulation) as the key factor in the success for the operation – economic development – of Hong Kong. In order to suit the growth of the economy, and cope with a high volume of transport, a great number of highways, flyovers, tunnels, elevators, escalators and people movers have been constructed since the 1970s. Mass transport with high-tech auto facilities has appeared.

Those mass production phenomenons are the beginning of "timeless architecture" in Hong Kong.



The highway in Hong kong may appearance suddenly in urban district.



Esculator is commonly finded in Hong Kong. It provides a comfortable way to connect different rooms in different levels together. However, the journey in esculator is usually boring.



quatters

Mark I

Slab block

Tower building

# Timeless\_Architecture

The explicit definitions of "timeless architecture"

1. Standardized layout, material, dimension, spatial sequence...
2. Modular system (easily to prefabricate)
3. Artificiality in material, lighting, ventilation...

The implicit definition for this kind of architecture is that it is purified with history, memory and human's daily mark. It is highly ordering, clearness and efficiency. The sensation inside that architecture is boring and lack of rhythm since the layout are repeated again and again. People are not interested in such boring journey, they will tend to move as fast as they can.

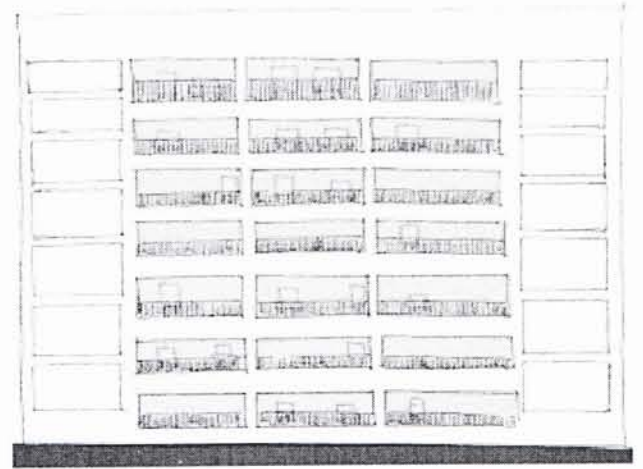


# More\_examples

## CAR PARK BUILDING

With the development of car industry, the number of car greatly increased recently. Large scale of car park was formed for storing vehicles. Since there is lack of land for parking in Hong Kong, stacking the car vertically is commonly used. Its characteristics are:

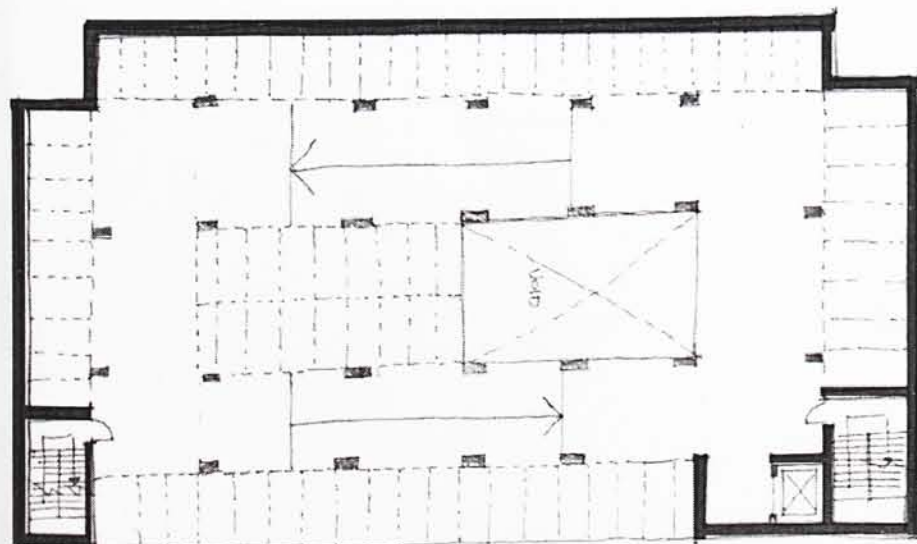
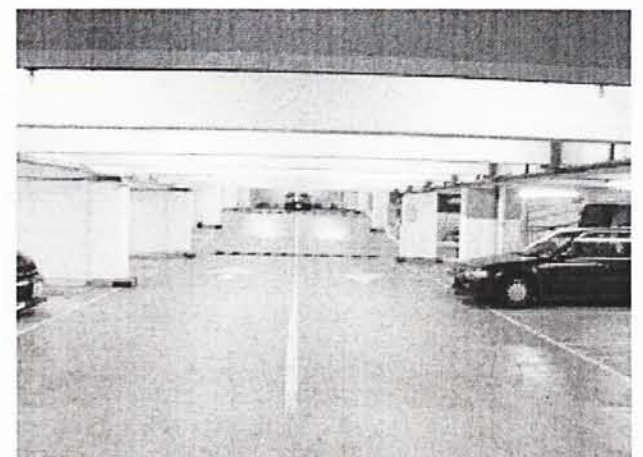
1. Standardized Layout Standardized size for parking space, Standardized road width, Standardized columns spacing
2. Movement of people is fast Only for park or get their car, unable to trap people
3. Repetitive Exterior and Interior
4. Mechanical Outlook
5. Less Identity Numbering and lettering for signage
6. Lack of relationship to the neighbourhoods



The large open is needed to maximize natural ventilation,



Void at the middle of the building, To enhance ventilation and light





# More\_examples

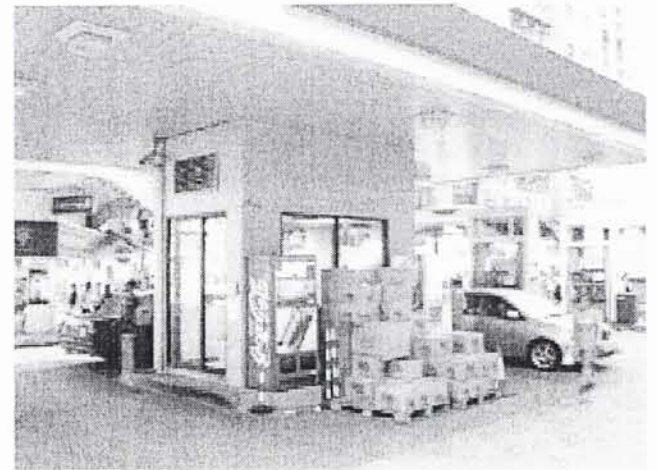
## Oil Station

With the development of car industry, the oil demand increased. In order to provide convenience fuels recharging service along the road, large amount of oil stations are set up. Its characteristics are:

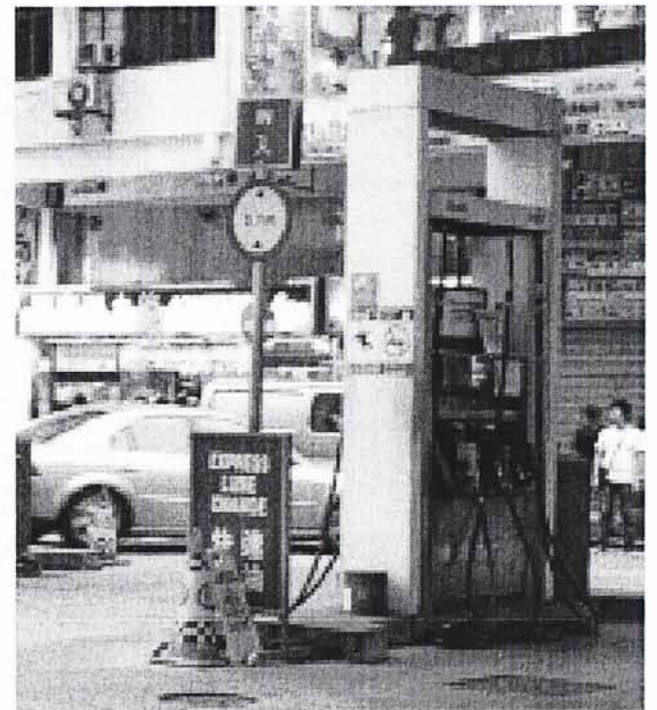
1. Large Cantilever or roof structure. shelter for car
2. Standardized layout Standardized road width ,Standardized equipments layout
3. Fast Movement Fastly arrived by car, Only for fuels recharging service, Fastly leaved by car again
4. Lack of relationship to the neighbourhoods



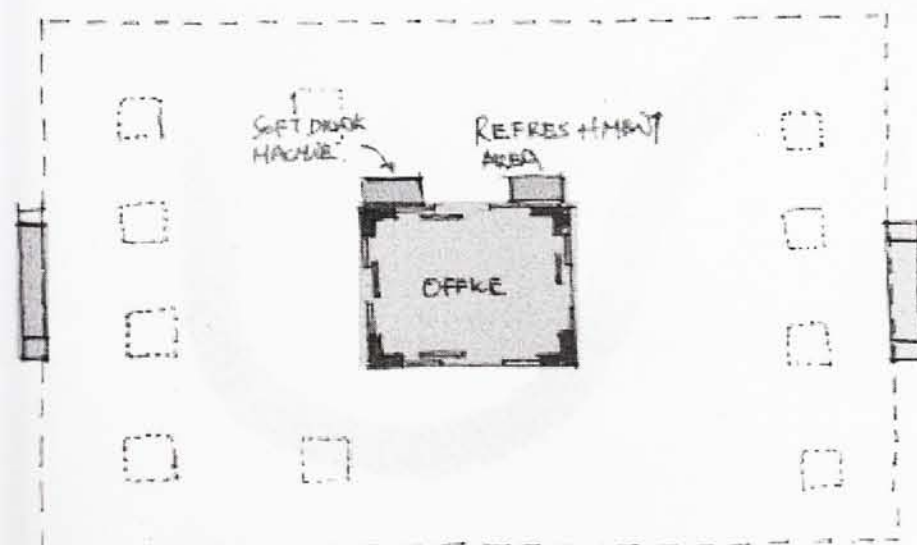
Large Cantilever act as a shelter for the car



Small Office act as a core for supporting the cantilever,  
Small Refreshment Area Located at the back of office



Fuel Dispenser



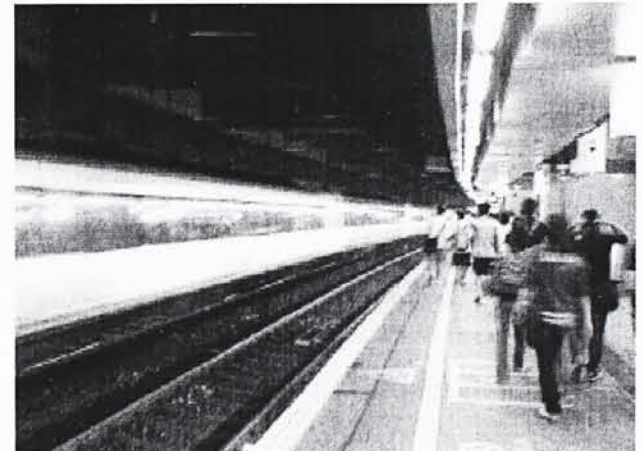


# More\_examples

## Railway system

To resolve the problem of traffic jam on the road; To increase the efficiency of the society; To develop and unify the scattered rural district; Its characteristics are:

1. Modular System Exterior - Structural Framing, Interior - Wall tile, Floor pattern or Platform door
2. Less Identity Numbering and lettering for signage; Similar layout, material for different station
3. Standardized
4. Mechanical Outlook
5. Lack of relationship to the neighbourhoods





# More\_examples

Quasi-infinities and the waning of space  
by Robert Smithson

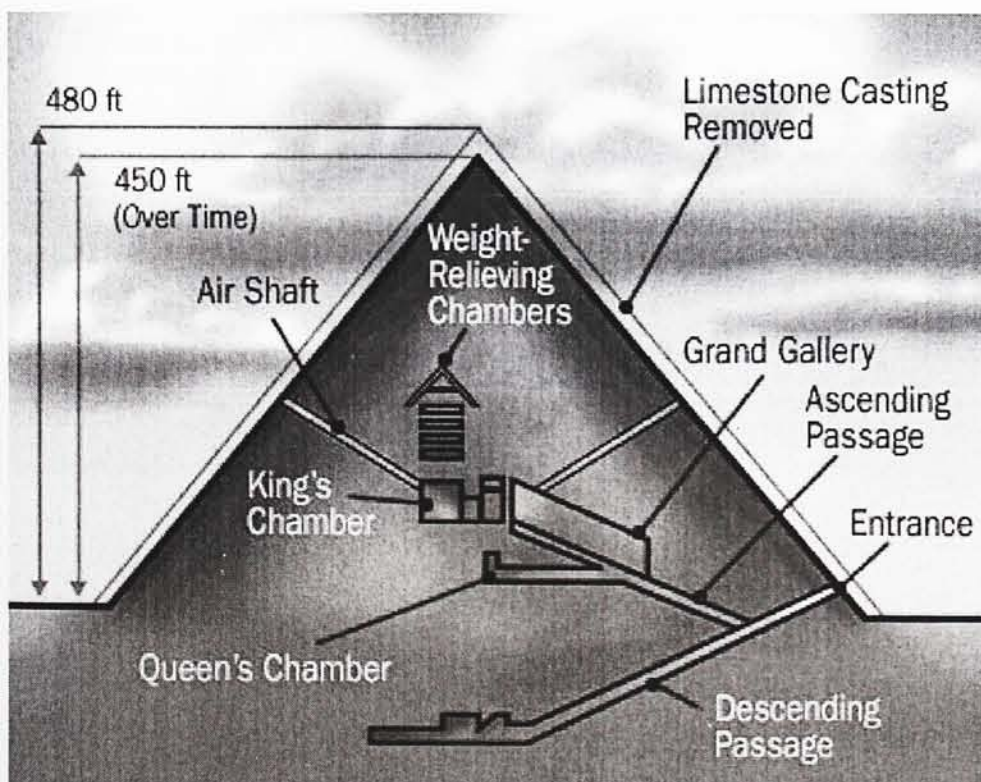
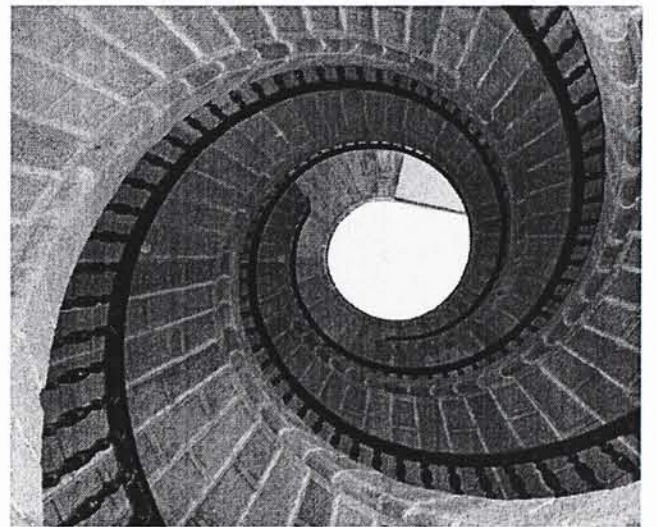
Labyrinth --- mind will pass in an instant --- eliminating the spatial problem. The generic space make people lost the way. Also inside and outside are total separated which blocking off the intimation of environmental time and dicard the sense of time

Abysmal anatomy theatre ---- the mind will pass over this dizzying height.

Pyramid --- the center is everywhere and nowhere



Labyrinth



Pyramid of Khufu



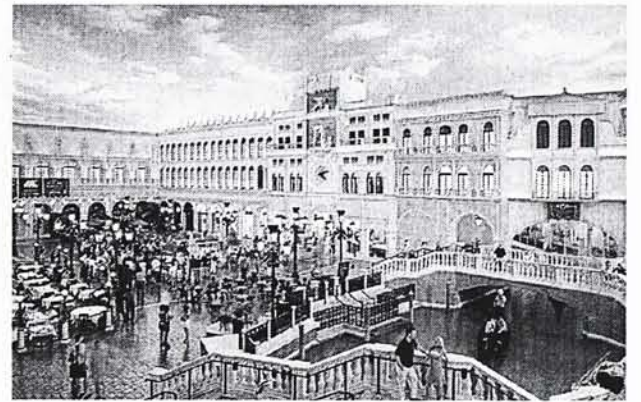
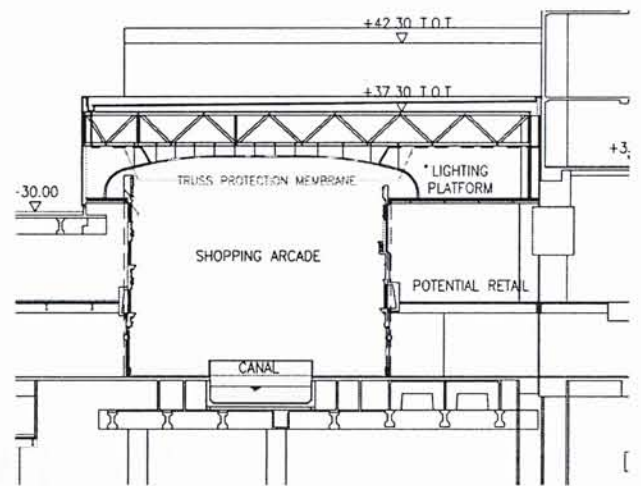
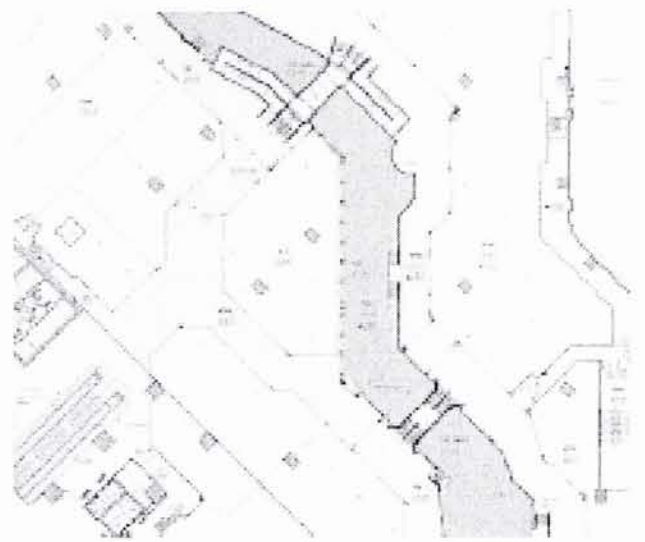
Spiral staircase



# More\_examples

## Concealed space

Environmental time helps people to notice the pass of time. Sunrise, sunset and season (spring - greenish plants, autumn - Flowers wilted) tell people that time is dynamic. Casino and shopping mall are intended to trap the people inside the building by cut off their sense of time. They are built like a concealed box so that the outside environment are separated from inside. A fake environmental time is also created in order to mislead the visitors. In the casino of Venetian Macao, a imitative sky is created above the shopping arcade. It seems to be daytime throughout 24 hours. In some shopping mall, an artificial greenish plant is rooted in the interior in order to make the space look energetic.

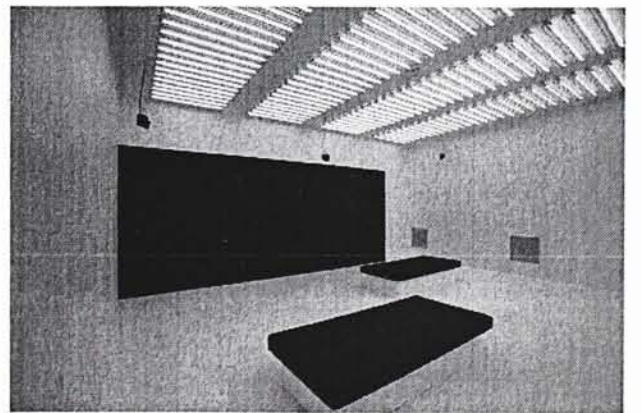


A imitative sky in Venetian Macao

## Philippe Rahm

The introduction of the street lighting in the beginning of the 19th century has wiped out the day/night rhythm from the city. With street lighting emerged new behaviors, such as noctambulism, sauntering the evening on the boulevards, dancing in the balls.

Rahm put the idea upside down by trying to introduce the night during the day. It's a perverted answer to the perpetual day created by the modernity, Internet and the contemporary globalization. The room is bathed in a very bright orange/yellow light which wavelengths, upper than 600 nanometers, are perceived by the body as the night.



Concealed environment by Philippe Rahm



Concealed shopping mall



artificial greenish plant is rooted inside

# C r i t i q u e s

## Dehumanization

We are living in a standardized environment. The mono and limited choices in mass urban facilities make people feel as though they are living in a programmed city. Since we cannot sense the rhythm in a group of standardized fast architectures, our life become monotonous and lack creative.

## Lack sense of community

From Lynch's study: "The main character of most new constructions and the government's policy in urban development is that it lacks a sense of belonging and uniqueness. This lack is one of the main causes of transforming modern cities into 'cities without community'."

In this monotonous life, the public space is "designed" to be the same. Sense of belonging and uniqueness can only be found in the most private area. In some old community, like Nga Tsin Wai or Tai Hang Tung Estate, we can still find that the residents are willing to place their personal belonging in front of their dwelling or decorate their front door /public corridor uniquely. However, the corridor of the new estate are machine like space.

## Lack of urban identity

When Hong Kong government or developer announced to redevelop an old district, they prefer to demolish the whole district/buildings. It is then purify the history and our daily mark. In this globalization, buildings are opaque on tradition, economic, mark of transformation and memory. The identity is usually recognized by specialism and uniqueness in culture or architecture. However, with the new antiuniqueness skin imposed into an old district diminishes the original urban identity.



# Time\_Architecture Vernacular\_examples

## Tai Hang Tung Estate

This is the first type of public housing in Hong Kong. It's built to solve the problem of population growth. The housing units are stacked rather than flattened in order to save the space. The main aims of this type of housing is to provide a cleaner and more hygienic life and also to standardize the definition of quality of life. Its characteristics are:

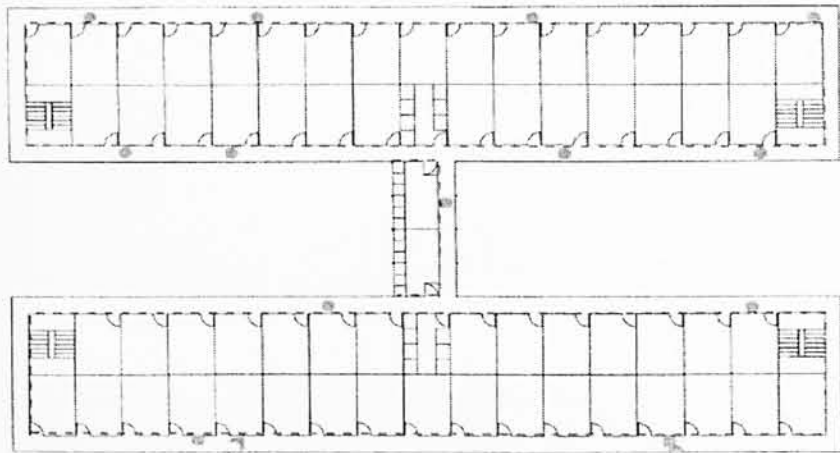
1. Standardized layout Standardized size of room; Prefabrication can be largely applied; Repetitive facade

Although it was a timeless architecture at first, the users transformed it to be a time architecture in following ways:

2. Facade is decorated by personal belonging
3. The corridor is multi-functional Passage; Resting area (with chair); Storage area; Clothes drying area; Gathering space
4. Various sense along common corridor Different decorative elements along the corridor
5. Personal belonging act as the room identity



Site plan of Tai Hang Tung Estate





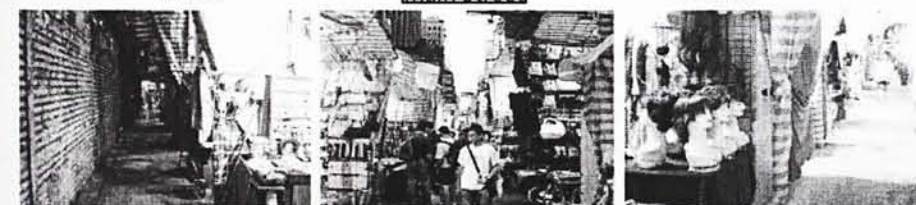
# Time\_Architecture Vernacular\_examples

## Street Market (Ladies street)

In the past, it was commonly find market street in Hong Kong. It is a street which centralize the retails to comfort the customer. It can help to enhance the street life and provide a cheaper location for the retailer. Nowadays, people are more desire to walk in large shopping mall which is air conditioned, clean and ordered. Therefore, street market are now facing an endanger challenge. The characteristics of Street Market are:

1. Temporary Structure opening hour: 12:00pm - 11:30pm; A simple steel frame covered with a sheet of nylon; Goods are stored in a huge cart
2. Non-Standardized layout The colour of the nylon sheet vary in different shop; Goods displaying layout is different; Type of goods is different; The layout of back alley is different from main street
3. Transformative sense along the street
4. Store itself = identity With specifiy Goods, layout, colouring

Permanence Shop   Temporary Shop   Temporary Shop   Permanence Shop  
Alley   Main Street   Alley



Removing the goods from the structure   Packing the goods into a cart   A empty structure left



Removing the structure, which start from one half   The hidden permanence shop reappear again



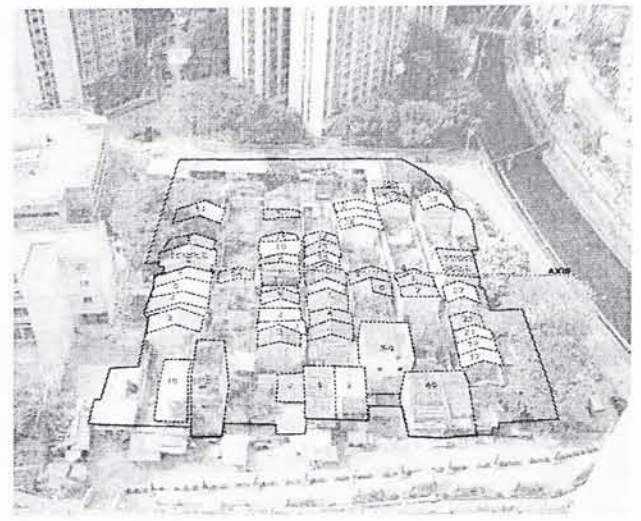


# Time\_Architecture Vernacular\_examples

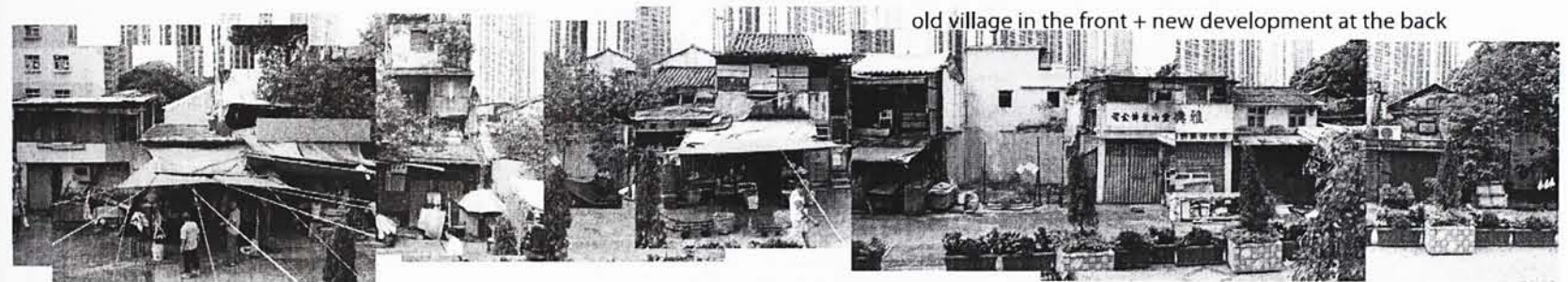
## Nga Tsin Wai Village

The Nga Tsin Wai walled village in Wong Tai Sin district is 650-year-old. It is among the oldest cultural relic in Kowloon and is the only traditional Chinese walled village in Kowloon downtown urban area.

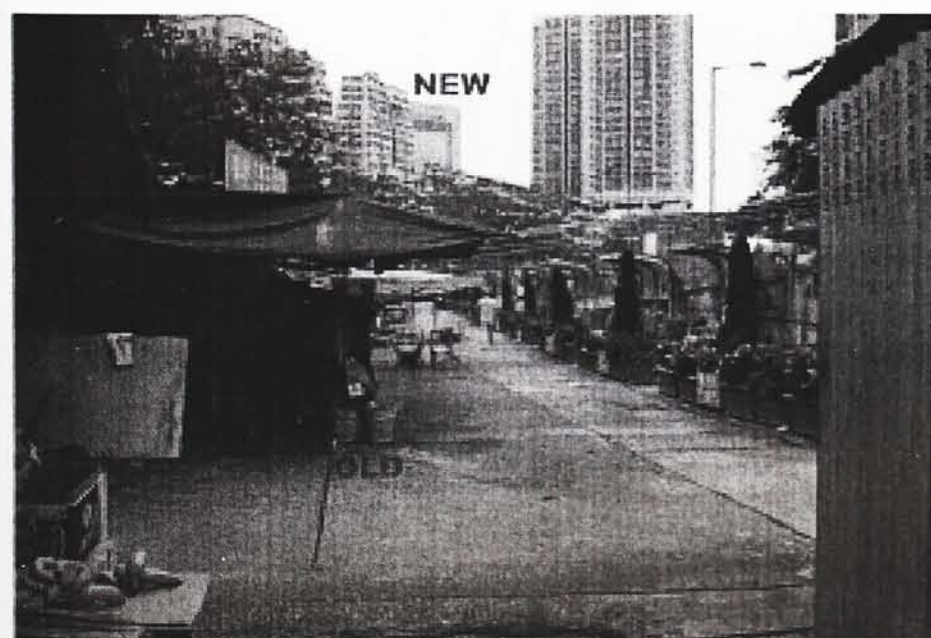
The periphery of Nga Tsin Wai is surrounded by new and tall buildings. It create the sence of new + old = enrich the preciousness and uniqueness of tradition. The central axis is bounded by various kinds of materials, like brick, concrete and zinc and corrugated steel sheet. Those materials represent different period of time. The combination of time is formed by the rhythm of materials.



The walled village was designed in a grid with homes connected by six narrow alleys.



old village in the front + new development at the back

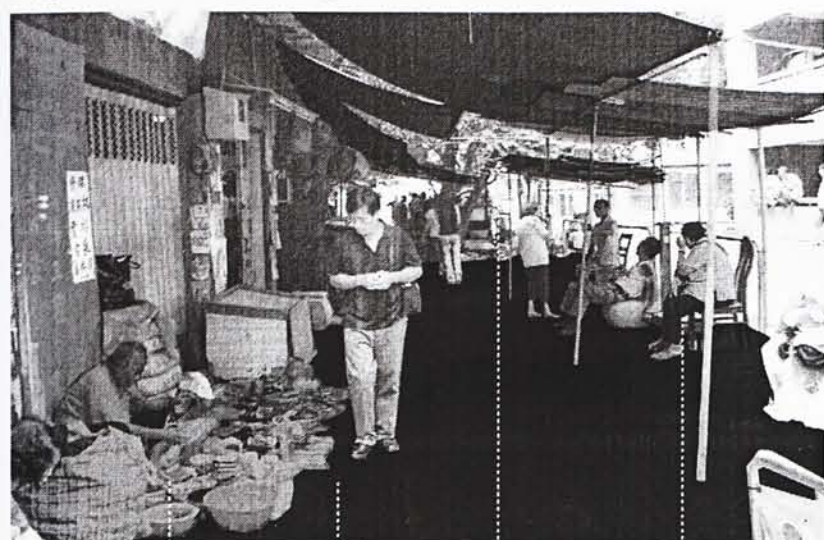




# Time\_Architecture

## Vernacular\_examples

### Nga Tsin Wai Village



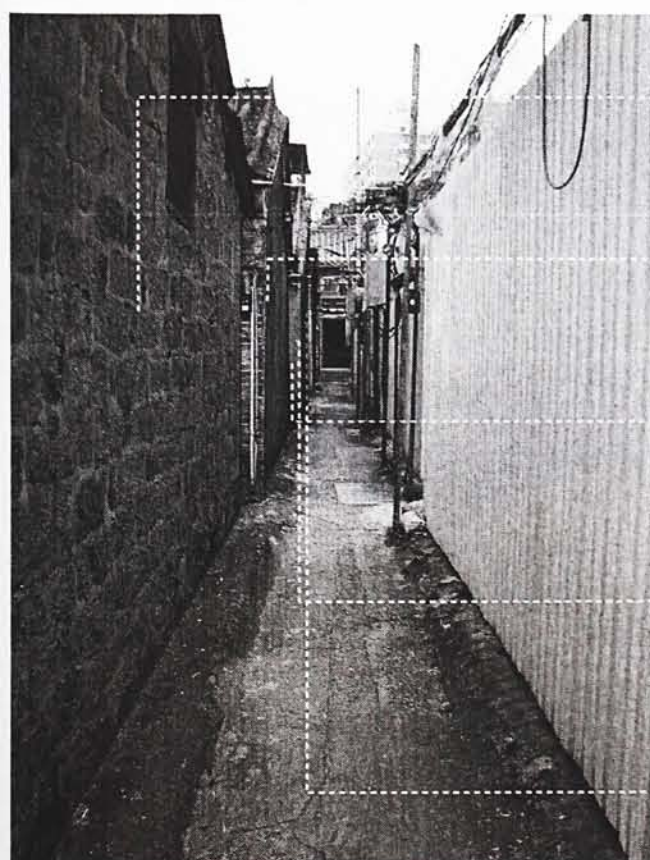
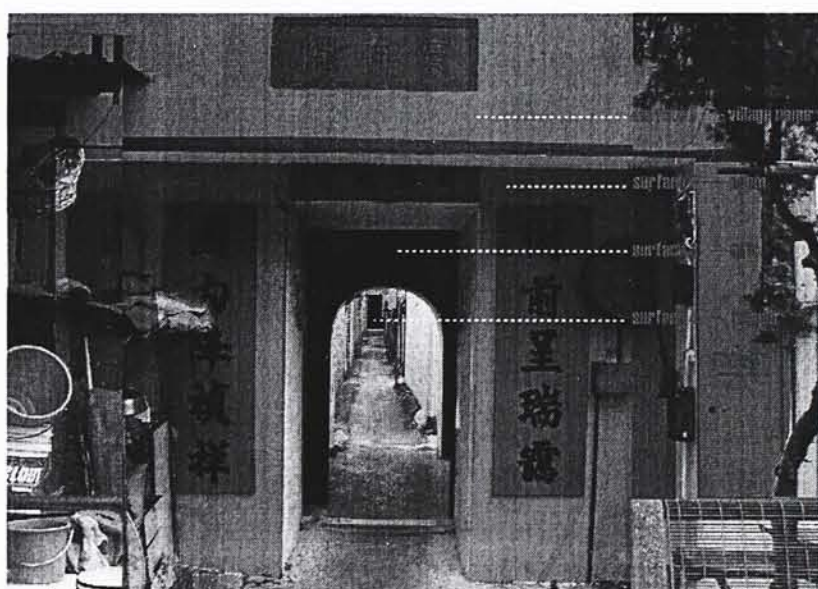
shop street shelter leisure center



parking shop street leisure centre



shop shelter street planter



irregular stone

small brick

large brick

plastering

metal



different type of windows are found. some is made of wood and some is metal. however, they have the same characteristics:

1. height position
2. small size
3. always close



# Time\_Architecture

The aims of time architecture is to help the city to preserve its traditional culture and history and find urban identity which have already been covered by timeless architecture. Also, it should help the citizen to increase sense of community and their personal identity. We can define some vernacular architectures to be time architecture, like street market in lady street and wall village in Ng a Tsin Wai. However, they are formed accidentally rather than intentionally. It is valuable to learn from those precedent examples which contain some values of time architecture. This thesis is aimed to find a logical way to consolidate the essence of time architecture together.

Time architecture = architecture + history  
+ event + destination

There should be several ways to achieve the essence of time architecture. In this thesis, I am going to explore the time architecture in the form of combination of space and time. By translating the wordings in the above formula:

Past = history

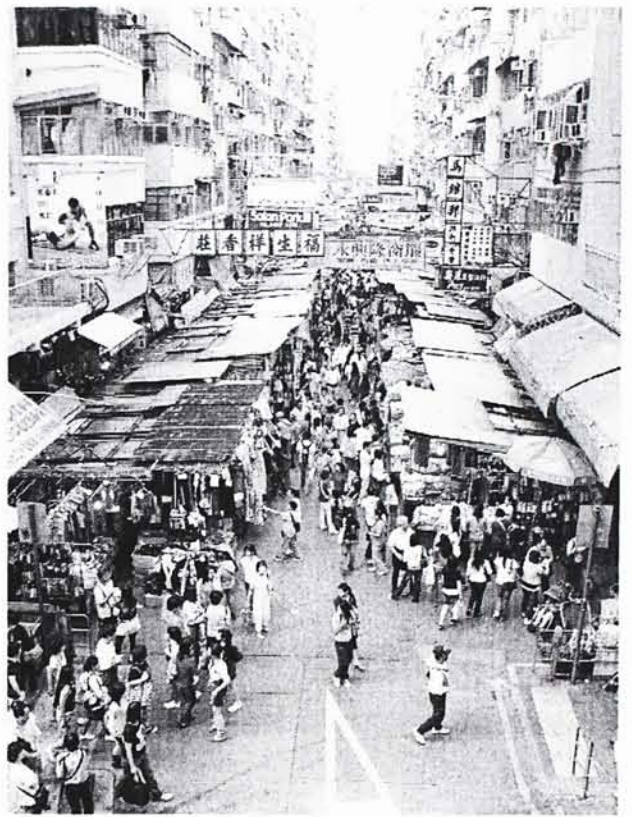
Present = event happen

Future = destination

Time architecture = architecture + past +  
present + future



Time architecture in Tai Hang Tung Estate



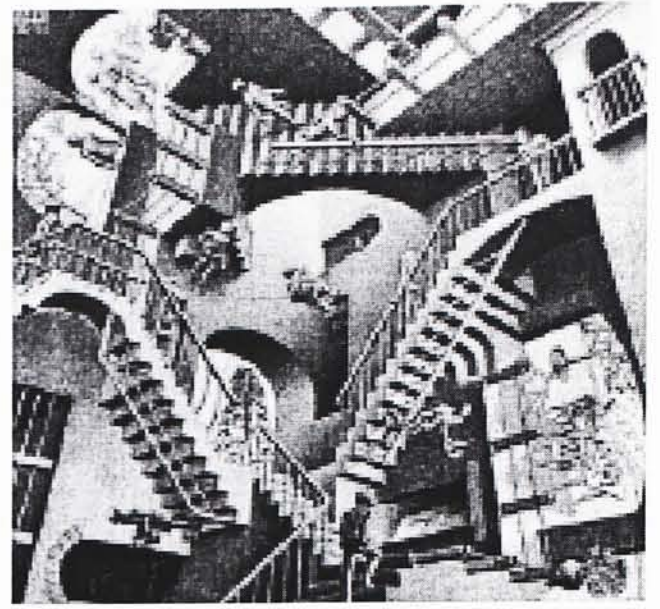
Time architecture in Fai Yuen Street



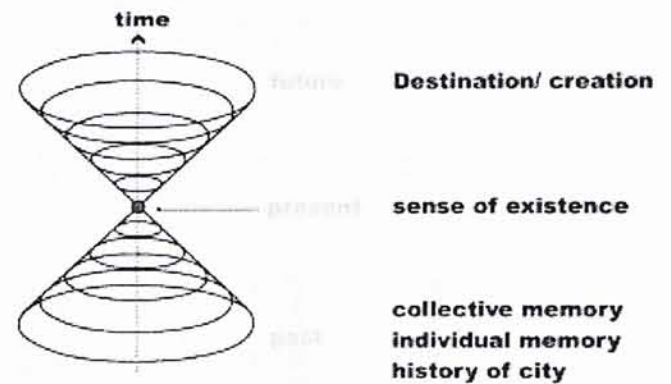
# History \_ of Time \_ and \_ Space

In western society, the scholars discussed the concept of time and space separately. Their arguments on time are how fast did time flow, what was the relationship between past, present and future or where was the true time etc. The concept of time and space could be consolidated together until the appearance of Albert Einstein (1879 - 1955). In his theory of relativity, he stated that there was no unique global time for everyone, which would be different in various kinds of motions. He started to add the three dimensional space with one more dimension (time).

In Eastern society, we can find the relationship of time and space from ancient time. Taoism helped to substantiate the time-space concept in the form of yin and yang. The dual concepts of yin and yang which describe two primal opposing but complementary principles or cosmic forces said to be found in all non-static objects and processes in the universe. Yin was translated to space and Yang was time, the in between space between Yin and Yang is being. This theory was expressed in various kinds of art and architecture.



Multiply dimensional space by M.C. Escher



The lightcone represents future, present & past



Taoism thinking  
Yin = space  
Yang = time





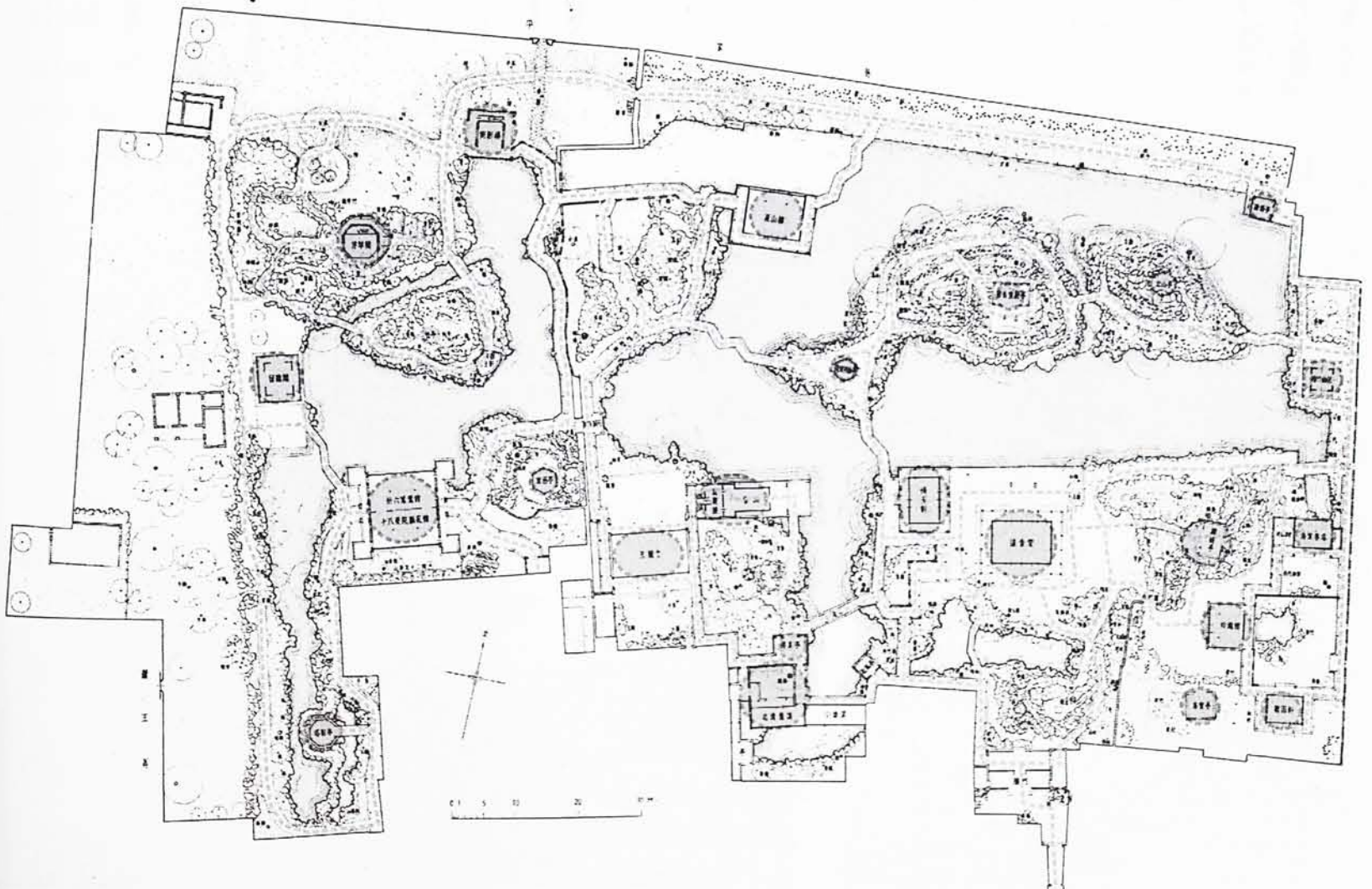
# Time\_Architecture

## SuZhou Garden

A Scholar's Garden is traditionally entered through a narrow passageway that serves as a place of quiet meditation before entrance into the main garden. The house courtyard is enclosed by walls, rocks and pavilions and is the "active" portion of the garden for changing exhibits and events. The inner garden is also enclosed and structured around a pond. It is intended as a place of retreat and contemplation.

The overall harmony and novelty of a Scholar's Garden is achieved through a series of design techniques:

**Borrowed Views:** These are among the most important elements in the design of a Scholar's Garden. Borrowed views extend space beyond the border of the garden. They can incorporate distant vistas, the sky above or nearby scenes which change by the hour and by the season.





# Time\_Architecture

## SuZhou Garden

**Hidden Views:** Each scene in a Scholar's Garden unfolds from behind a screen or a wall or a roof. It creates suspense, ending in surprise and fulfillment as one moves further into the garden.

**Opposite Views:** These are framed by a moon gate or floral window, and must be viewed from a fixed position.

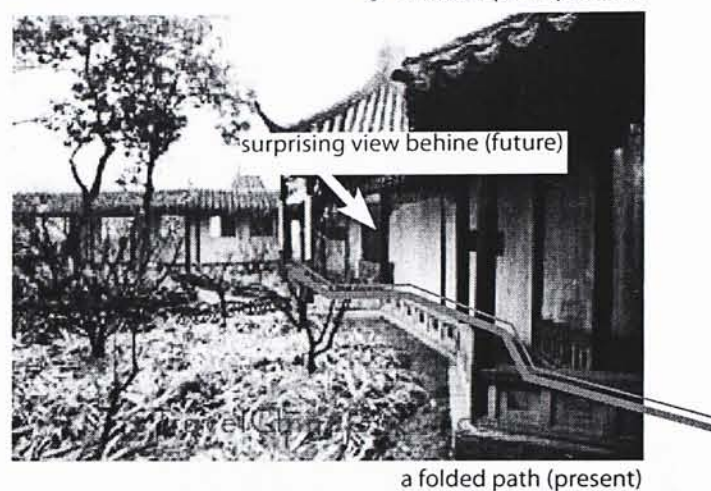
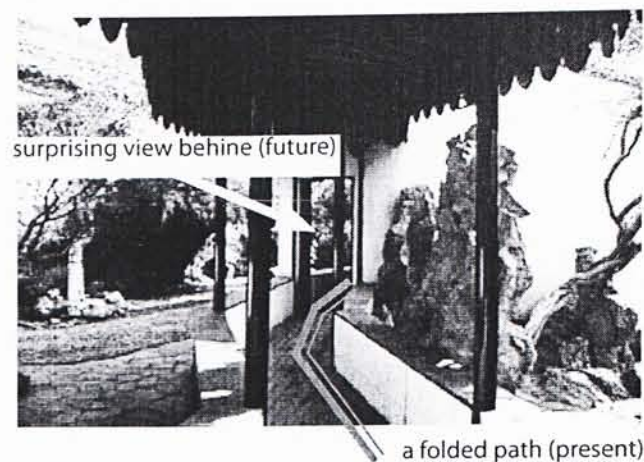
**Contrast:** This is the Yin-Yang concept of cosmic forces. The artistry here lies in the proper juxtaposition of varying shapes, colors, textures and spaces, such as high and low rocks, smooth, and rough stones, density and scarcity of plantings.

**Space:** A Scholar's Garden creates an infinite space within a limited area. The infinite flows both ways, from the vast universe beyond to the infinitesimal within, with its delicate subdivisions of walls, corridors, rookeries and bridges. The overall affect is a deeply textured environment of depth and expanse.

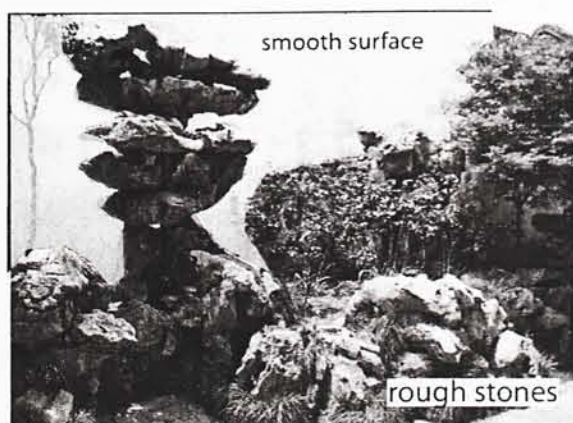
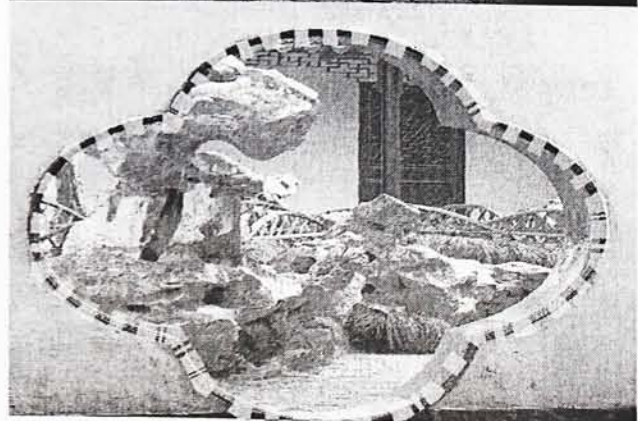
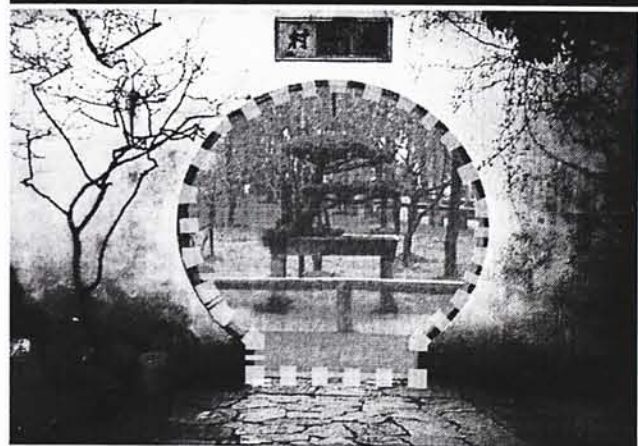
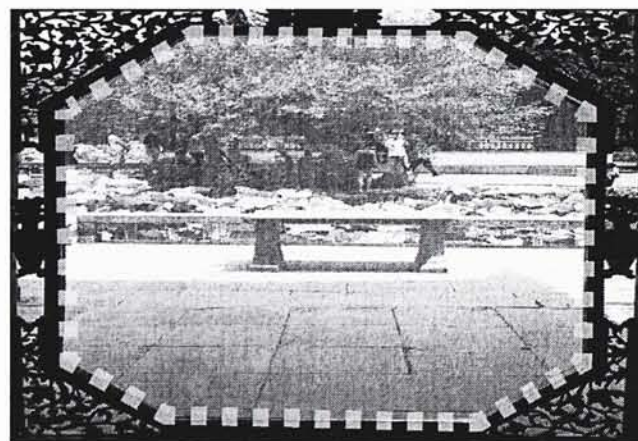
## Multiple dimension

Single space -- multiple view (far, near, middle) + multiple choice of paths + surprising view behind (future)

## Hidden Views:



## Opposite Views:





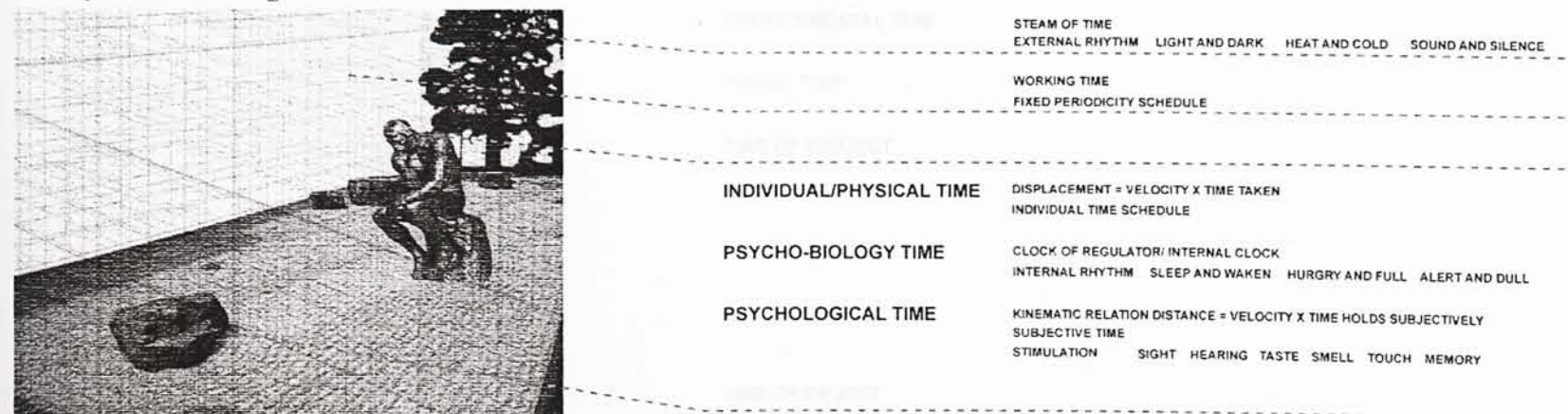
# Methodology

Since one of the aims of time architecture is trying to emphasize the history of the city, it will inevitably concern with the idea of juxtaposing new and old together. However, we should find a methodology to carefully and systematically combine new and old together, otherwise, it will diminish the existence of the history, like Langham Place in MongKok. With the inspiration from Lynch, the methodology of Temporal Collage is adopted.

“The visible accumulation of overlapping traces form successive periods, each trace modifying and being modified by the new additions, to produce something like a collage of time. It is the sense of depth in an old city that is so intriguing.” Kevin Lynch, What is this place, p.171

For Lynch, the collage of time is not simple mix of old and new (past, present and future). It is the product of esthetic judgment, different elements are carefully combined together so that the form and meaning of each is amplified and yet a coherent whole is maintained. It can differentiate the temporal collage into still collage and motion collage. In still collage, everything is fixed in a designate position in order to stimulate a stationary object. In motion collage, a dynamic object perceives various time layers through a designed journey. Both methods aim to properly juxtapose different temporal moment together, in order to reveal an exaggerated past, present and future of the city to populate.

## Temporal collage



our world is actually juxtapose different temporal elements together

# M e t h o d o l o g y

## Temporal collage

1. COLLAGE OF TIME (still collage)
2. DESIGN FOR MOTION (motion collage)

**Past:** It can be interpreted in the form of collective memory and individual memory. The collective memory is shared, passed on and also constructed by the group, or modern society. The individual memory is different from different people. It is the collection of several meaningful moments. The memories will undergo the processes of retention, recollection and reconnection.

**Present:** It is also important to let people to experience a sensation of a suspended moment of time. It is a lengthened present time, which focuses all our attention and seems to hang motionless before us. It is not the stopping time but a sense of vital stillness.

**Future:** It can usually be perceived by the stimulation from an alien subject or moment. The sensation of the future lead people to concern development of the city and its destination.

### 3. AMPLIFYING ENVIRONMENTAL TIME

RECONSTRUCT THE SENSE OF "TIME OF SUBJECT"  
WITH THE HELP OF ENVIRONMENTAL TIME, SOCIAL TIME AND TIME OF OBJECT

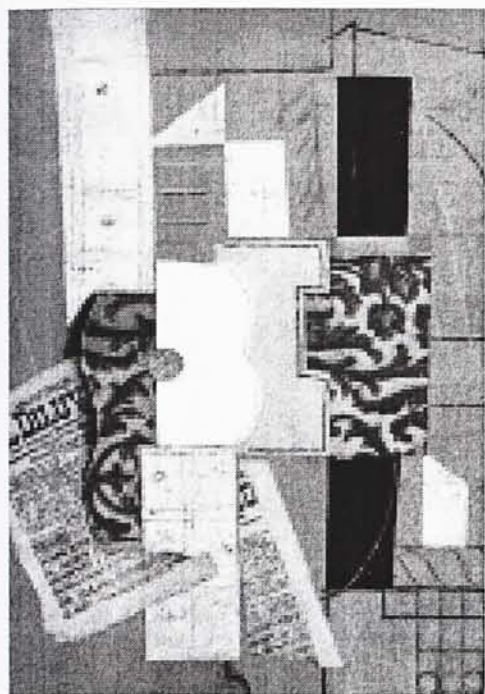
#### 4. creating events

"TIME" IS NOTHING. IT PRESIST MERELY AS A CONSEQUENCE OF THE EVENTS TAKING PLACE IN IT. THERE IS NO ABSOLUTE TIME & NO ABSOLUTE SIMULTANEITY EITHER.



# Collage\_in\_Art

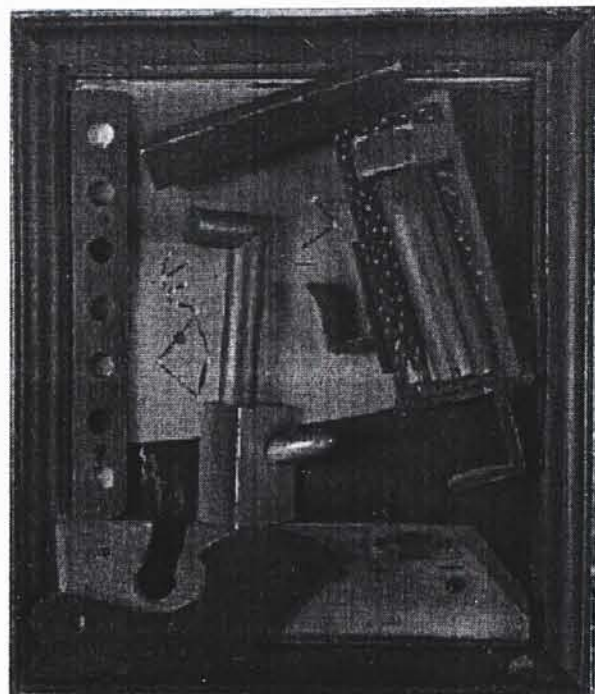
Collage was invented by BRAQUE & PICASS since 1906. A collage is a work of art, primarily in the visual arts, made from an assemblage of different forms, thus creating a new whole.



Picasso, guitar, 1913



Jess, The Mouse's Tale, 1951-4  
muscular body + innocent profile = oppose to  
macho body-building



Max Ernst, Fruit of a long Experience, 1919  
phallic shape + sexual cavities = parody of amorous  
conjuncton



Gerhard Richter, Atlas: Panel 8, 1962-6  
photo + photo + ... + photo = collective memory

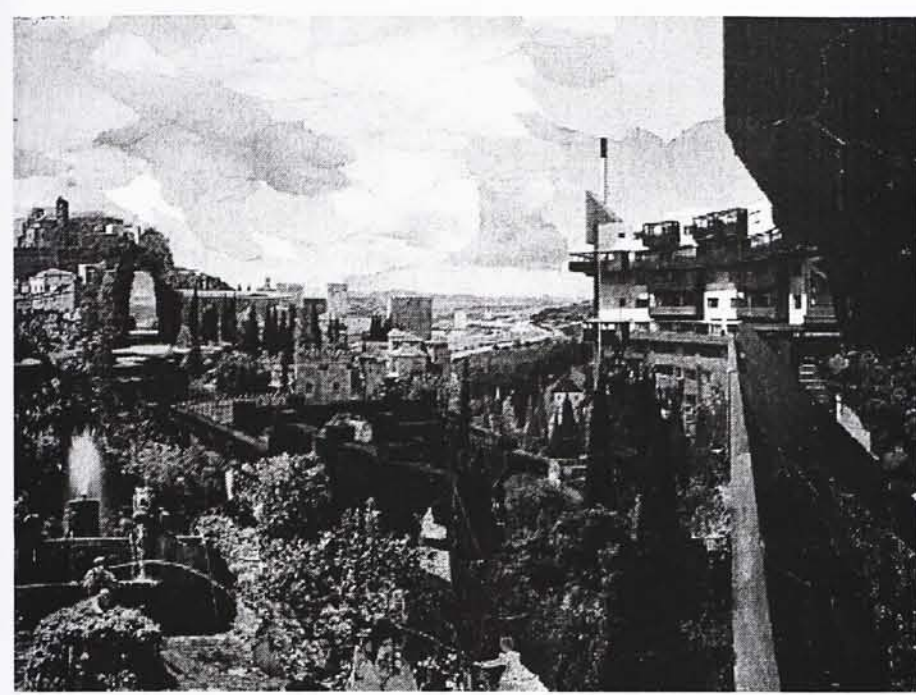


Enrico Baj, Vetra Body, 1959  
peaceful life + ugly object = threatening invasion

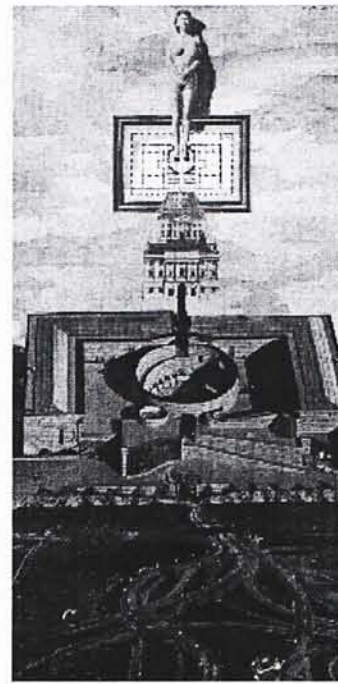


# Collage\_in\_Art

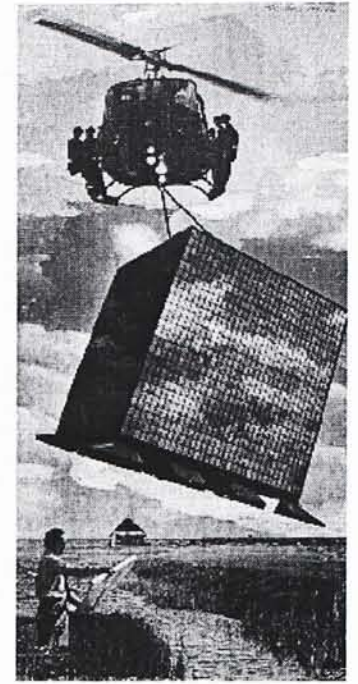
collage with architecture



Nils-Ole Lund, The Town inside the Walls, 1980



The Road of Architecture, 1985



First the building and then the site, 1982

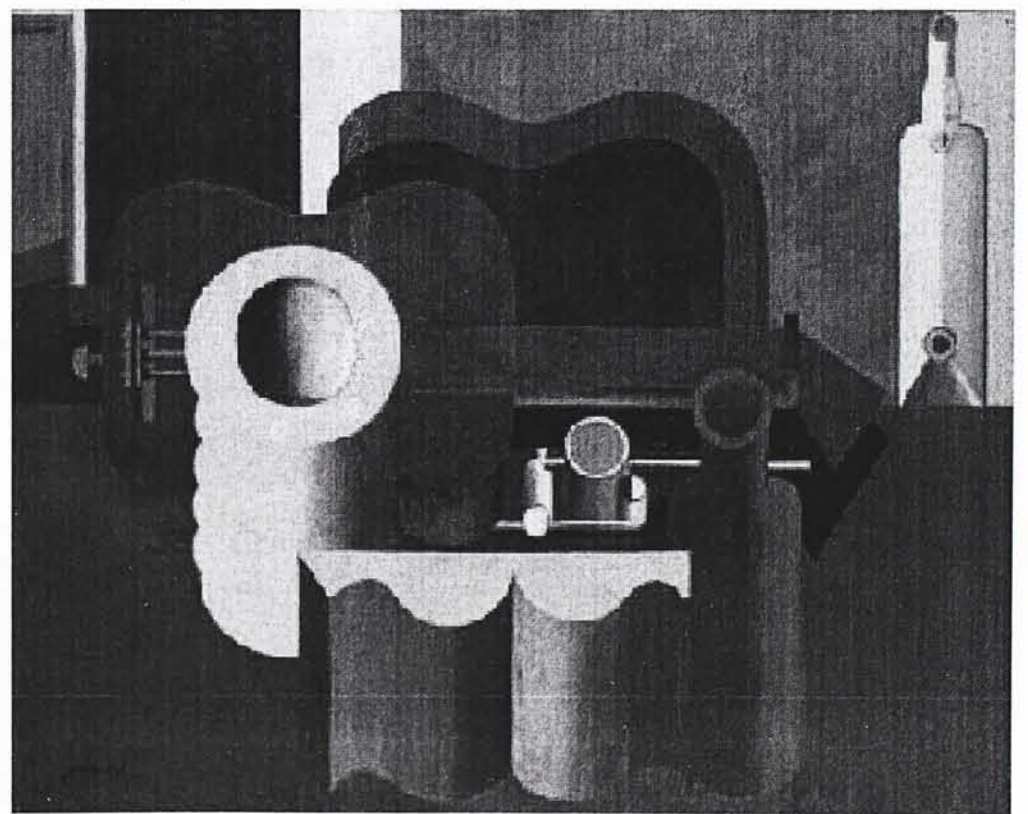
decollage



Mimmo Rotella, Marilyn, 1962

decollage --- is created by cutting, tearing away or otherwise removing, pieces of an original image

collage by architect



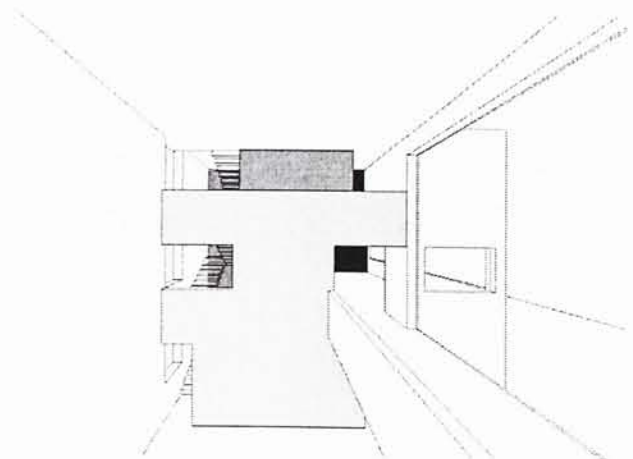
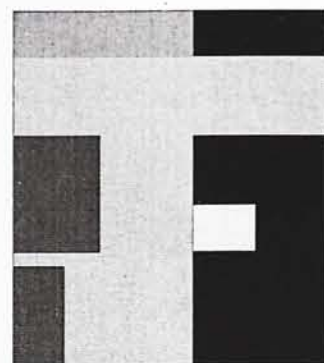
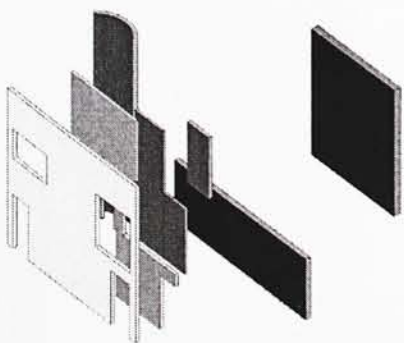
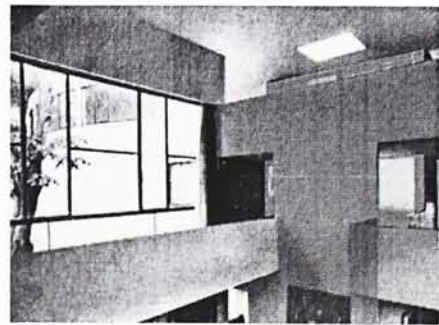
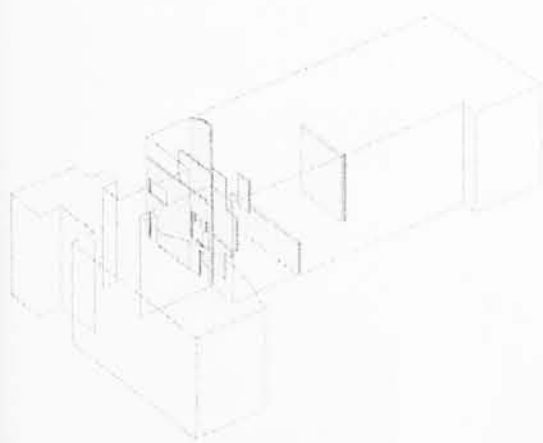
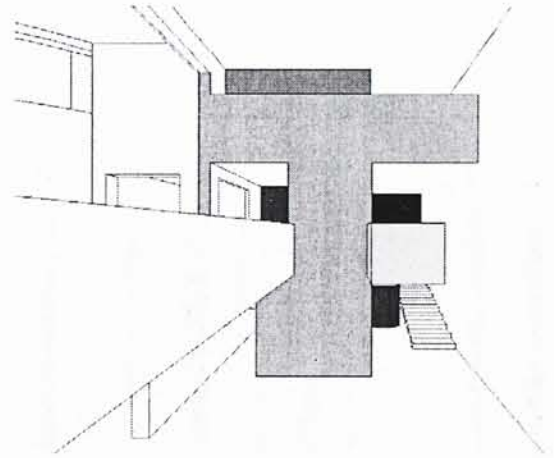
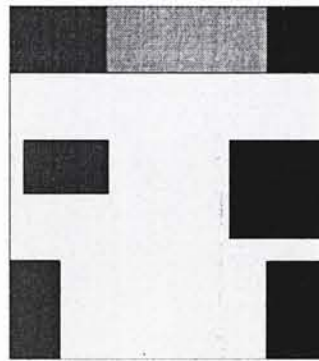
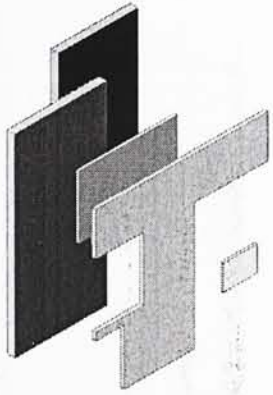
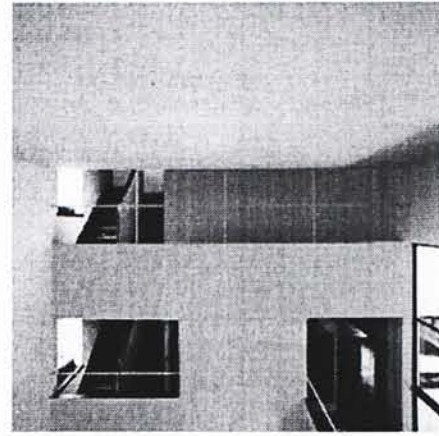
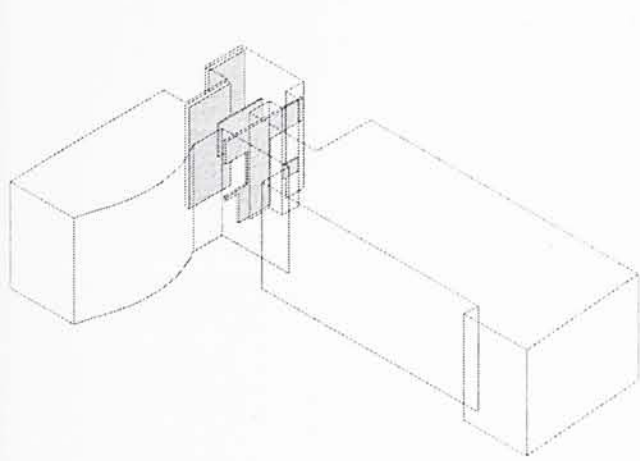
Le Corbusier, Nature morte à la pile d'assiettes, 1920  
multiple perspectives in a single drawing



# Collage\_in\_architecture

Case study: Villa La Roche-Jeanneret by Le Corbusier

The fragment of spaces are collected and connected together visually in the central space. The transparency effect is formed by several layers of wall with articulated opening.









# Temporal\_collage Case \_ study

Santa Caterina Market, EMBT

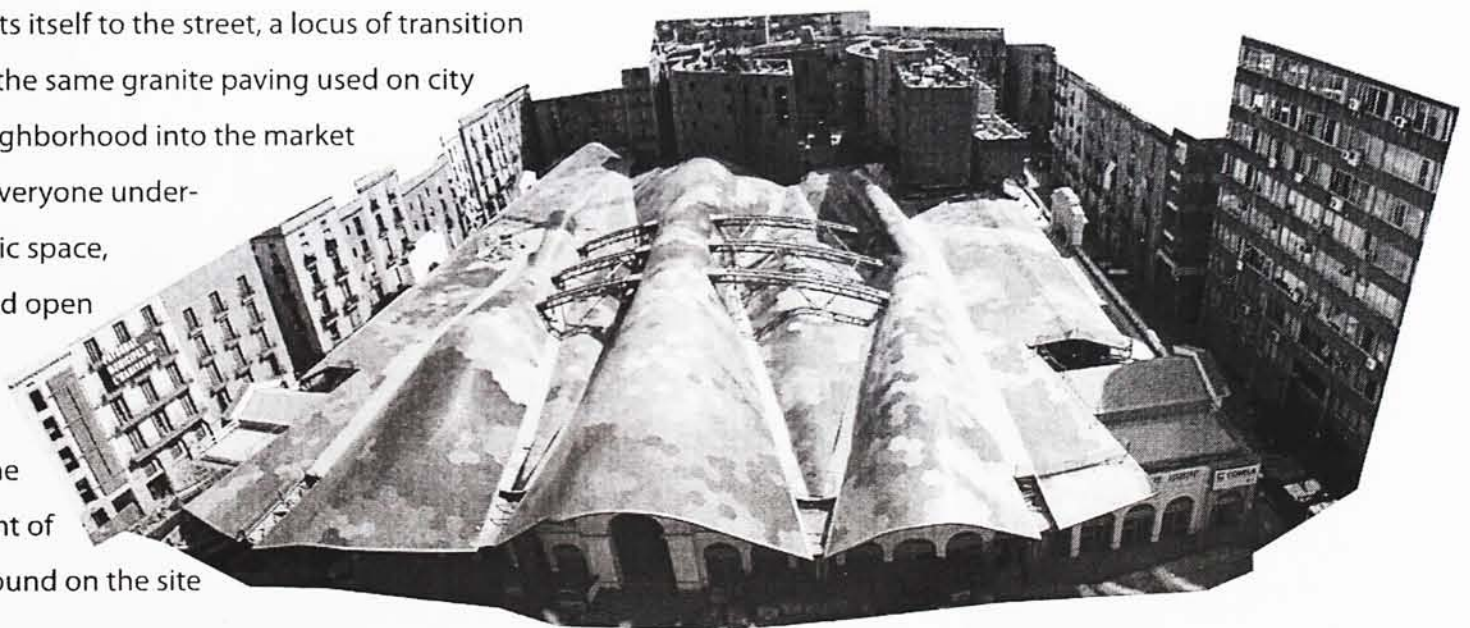
**Site history:** Ciutat Vella is a city in itself. This city within a city feature seems to be the mean of historical centers.

**Existing Problem:** Present planning is unable to manage the complexity of the site situation

1. The chance to talk about new and old creates the first ambiguity. The shape of the building has an intricate relationship with the time
2. Supporting demolition as the only way to solve things is a mistake. One the contrary. The key is using and using again
3. The flows of constant variations over a place give the way to work. The project must not insist on a particular moment in time, but on inhabiting it.

## Methodology

1. A model, which is not easy to distinguish between rehabilitation and new construction, rebuilding using very different typologies
2. The shopping points decrease, rationalizing the access and services systems.
3. Creating public space and residential density.
4. The market has a series of commercial spaces with direct access form Avenue Cambo and also with many arched openings permeable to the surrounding streets, which mimics the existing situation
5. The relationship between the market and Avenue Cambo is reinforced by the elongation of the new canopy towards the Avenue.
6. Market presents itself to the street, a locus of transition
7. They brought the same granite paving used on city streets in the neighborhood into the market interior so that everyone understands it's a public space,
8. To preserve and open to display the archaeological excavations of the medieval Convent of Santa Caterina found on the site



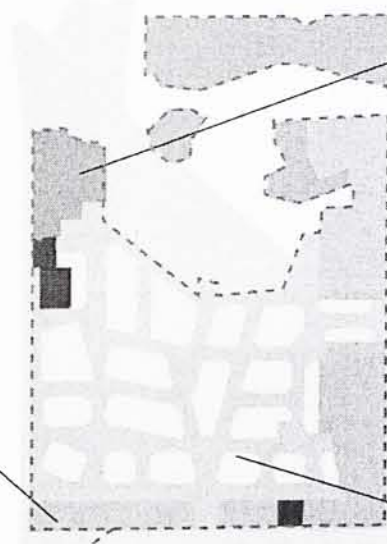
# Temporal\_collage Case\_study

Santa Caterina Market, EMBT

NEW STRUCTURE

COLLEGE  
OF TIME

OLD FACADE



building profile

canopy



NEW SHEDDING

COLLEGE  
OF TIME

PAST EVENT



OLD STRUCTURE

COLLEGE  
OF TIME

NEW GROUND

EVENT is  
formed under  
the cantile-  
ver canopy

EVENT1

EVENT2

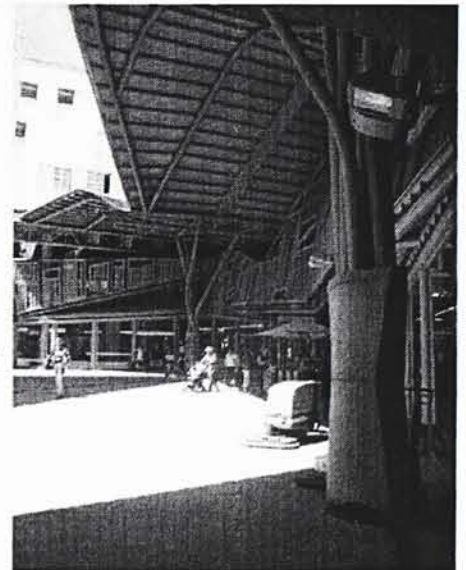
EVENT3

EVENT4

PAST  
EVENT

EVENT is  
formed at the  
intersection  
point

## DESIGN OF EVENTS



NEW LAYERS

EXISTING LAYERS

PATH OF MOVEMENT

PRESERVING AND CONTRASTING  
ELEMENTS OF DIFFERENT AGE





# Temporal\_collage Case \_ study

LAMOT, 51N4E

**Program** The client's brief asked for a mix of congress-facilities and cultural amenities on the site of an existing brewery.

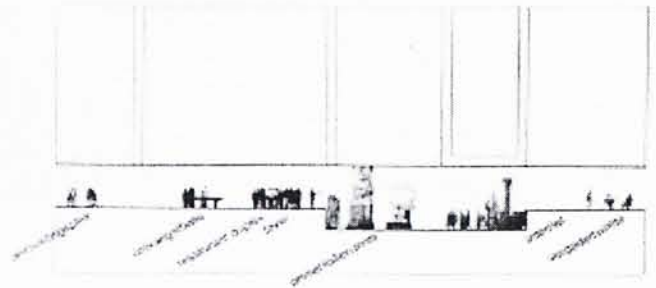
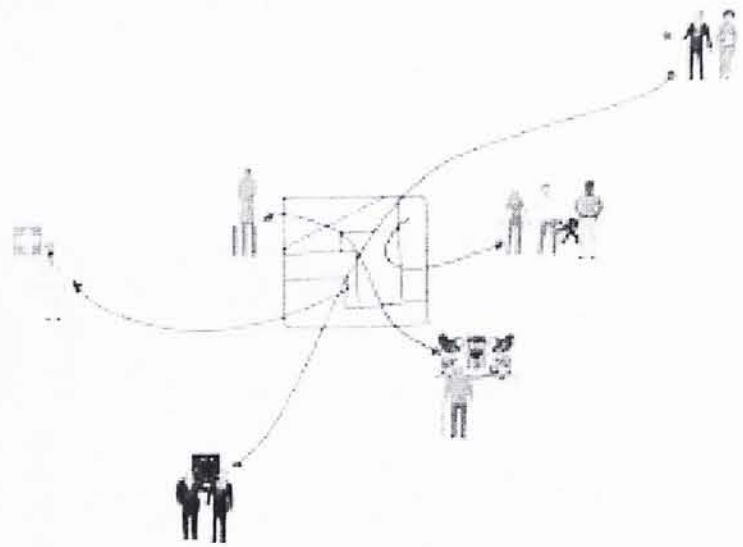
**History of LAMOT** Since its origins in 1922, has been part of a continuous process of extension and demolition, Due to Commercial reasoning demolish the redundant parts and add new infrastructures onto the existing core

## Alternative Solution

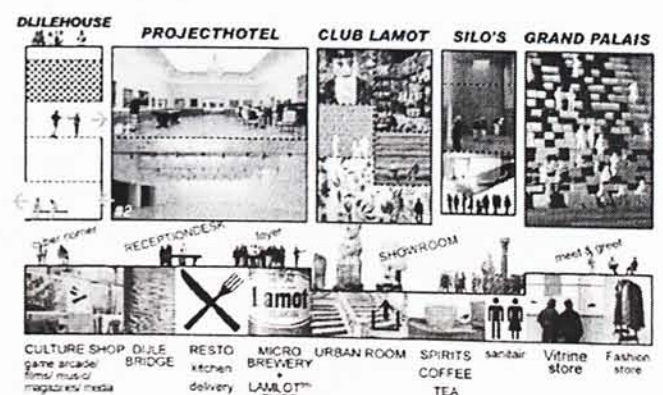
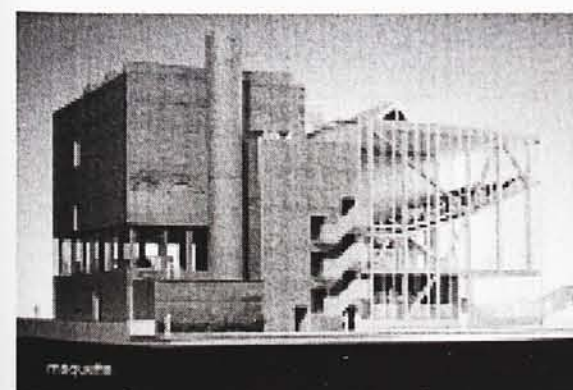
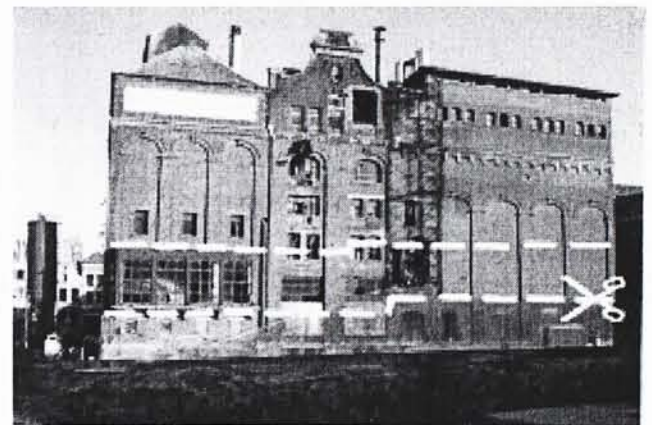
1. Re-employing the existing structure for the future development of LAMOT.
2. Reconverting an existing brewery into a public building brought.
3. To fit new standards of accessibility, orientation, light and views.

## Methodology

1. To propose slitting open the building's first floor --This new level called 'Mechelen Central' (MC),
2. To provide a 'triple-decker' construction, three zones:
  - A commercial base (shops, restaurant, microbrewery)
  - An elevated urban foyer (MC)
  - A critical mass of project spaces (lounges, auditorium, treasure chamber, banquet hall, kunsthalle)
3. Adding additional part, comprising the main entrance, a section of MC, the auditorium and a panoramic roof, is designed as a raw, cantilevered concrete structure wrapped in glass. Sense of new.



Mechelen Central next slit open space of proposition before  
\* ベルギー・セントラルの提案した開けた空間の断面図



## View

Catacomb is very different to other architecture in the ancient Rome.

It is random, organic, and irregular.

Unlike other building, it is no plan before the construction is completed.

It is also a long-lasting and continuous architecture.

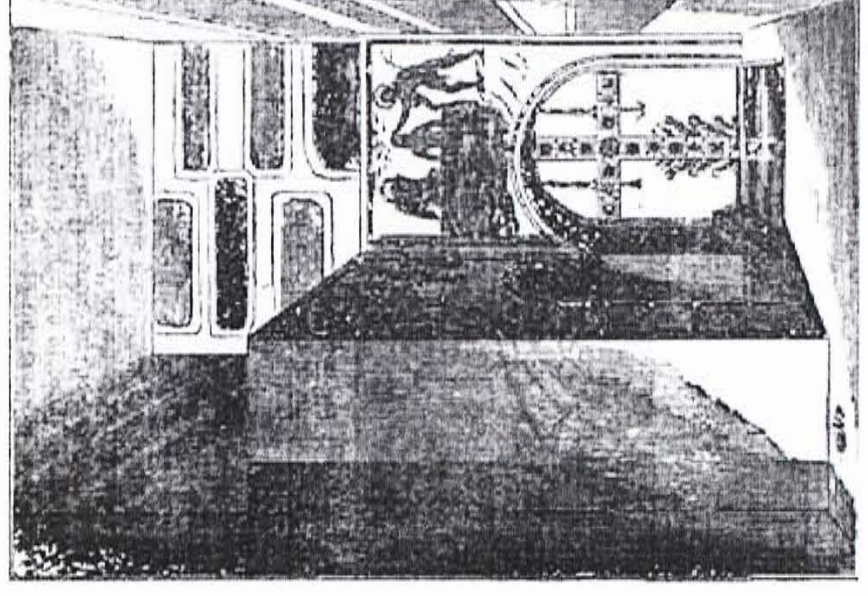
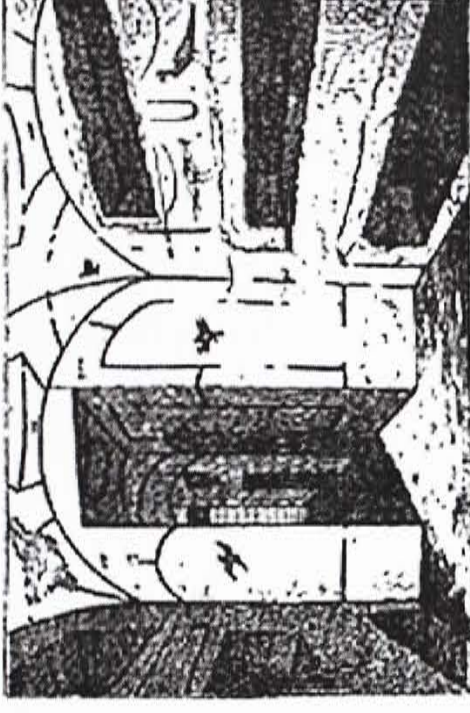
Since the catacomb can be expand endlessly.

Catacomb is also a collective knowledge of people when the people faces difficulties.

They use their own methods to solve the problem that they face.

Such as carving the earth when there is not enough land.

Carve a hole in order to let the light and air go in.





# Temporal\_collage Case\_study

FUNF HOFE, HERZOG & de MEURON

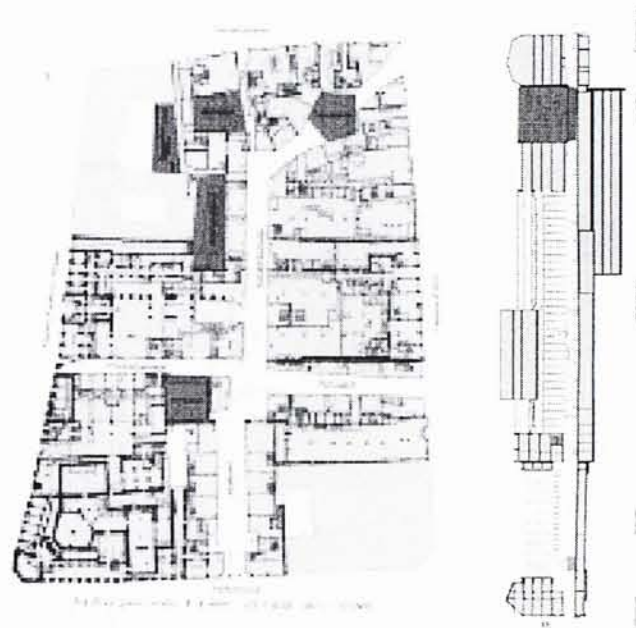
**City Planning in Munich** Munich has cultivated a classical and classicist tradition, which accounts for the city's expansive Italianate air. Building erected after the war are faithful to relatively conservative spirit.

## Methodology

1. Most of the buildings and façades along the street have been preserved.
2. Intervention in an existing structure, adding new features.
3. Various spatial experiences due to different height and sizes of the rooms are created: The static and structural givens of the existing and remodeled buildings. A spatial concept that consciously aspires to complexity and a maximum of curatorial freedom.
4. Artificial light and/or daylight are provided by so-called "light boxes" Creating five courtyards to gather people

**Result:** A contemporary complement to the historical courts of the Residence. A European response to American shopping malls

Internal street connecting different district



Five courtyards inside the building



A passage from street

New materials on old facade

One of the five courtyards



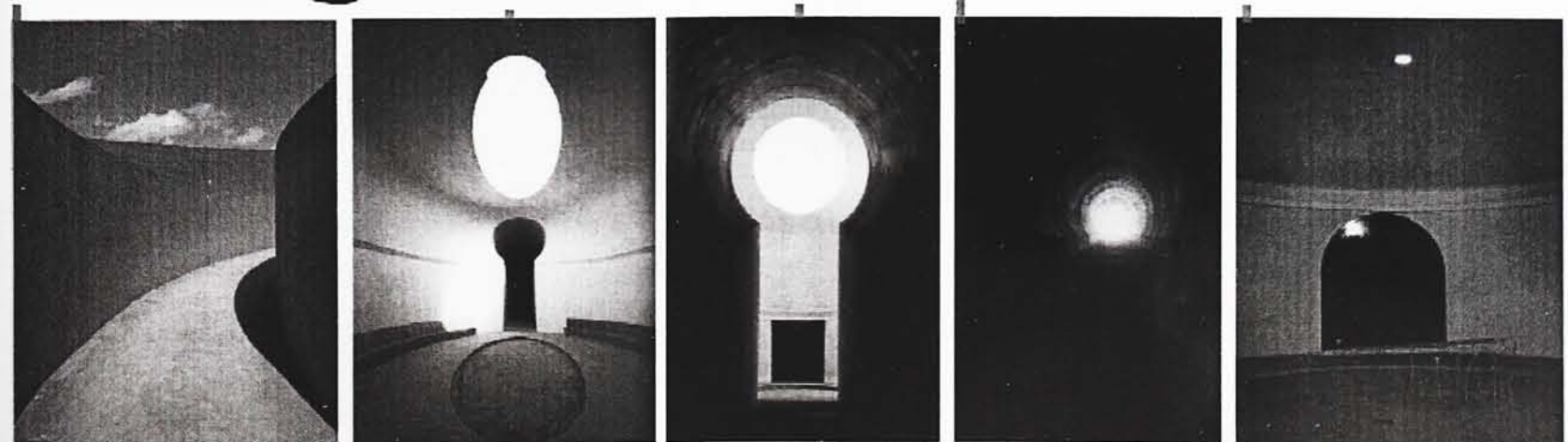
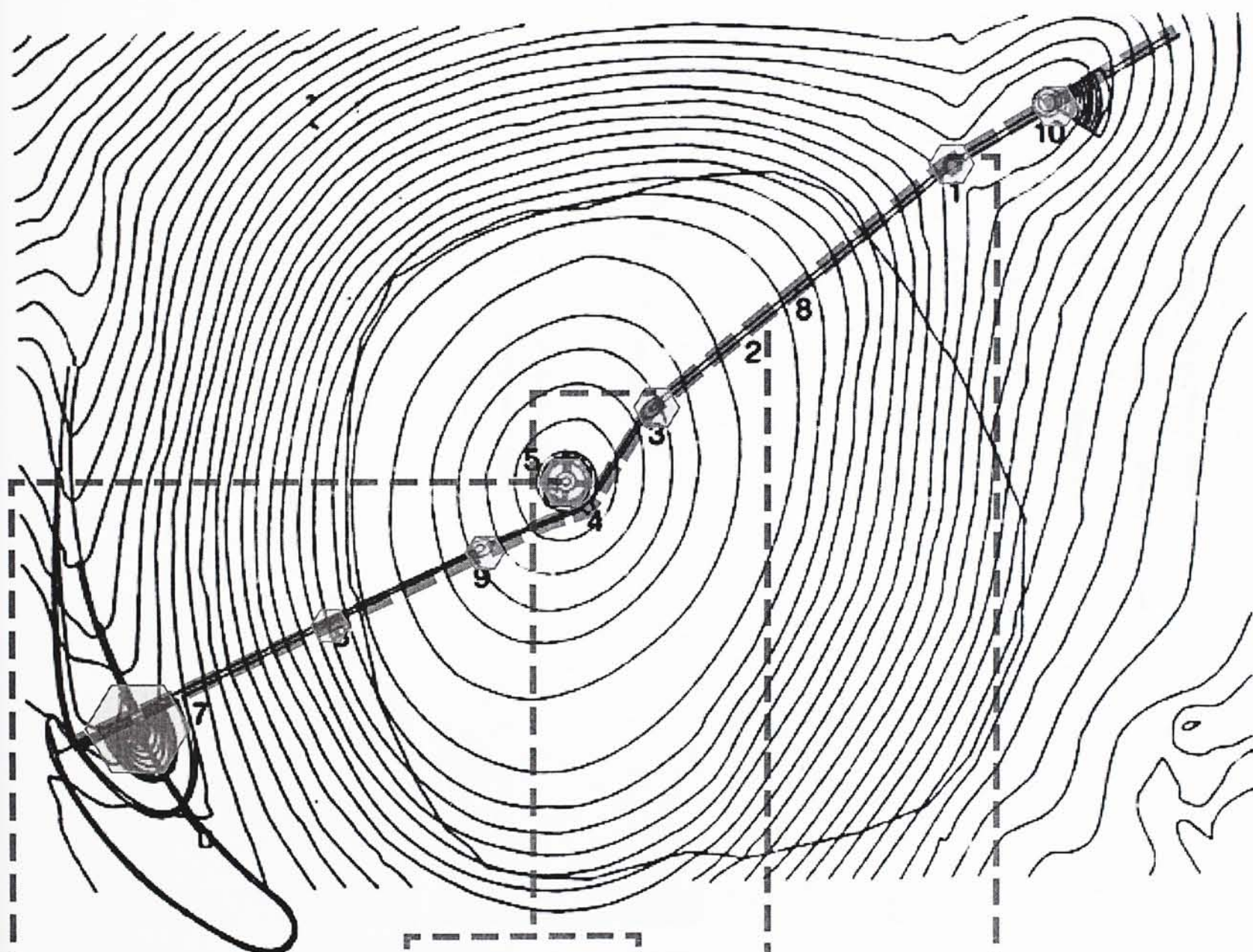
# Dynamic\_collage

## Case\_study

The following two case studies are both in the concept of connecting various chambers together. They are playing for the lighting treatment in different chambers. Since lighting is the primitive time indicator, the sensation of time will vary by the rhythm of lighting

NORTH CRATER, NORTH ARIZONA, JAMES TURRELL

*Legend: Built: 1) Sun and Moon Space, 2) Alpha Tunnel, 3) East Portal Space, 4) Antechamber, 5) Spiral passage, 6) Crater's Eye Space, Projected: 7) Amphitheater, 8) Doors, 9) West Portal Space, 10) Fumarole Space*



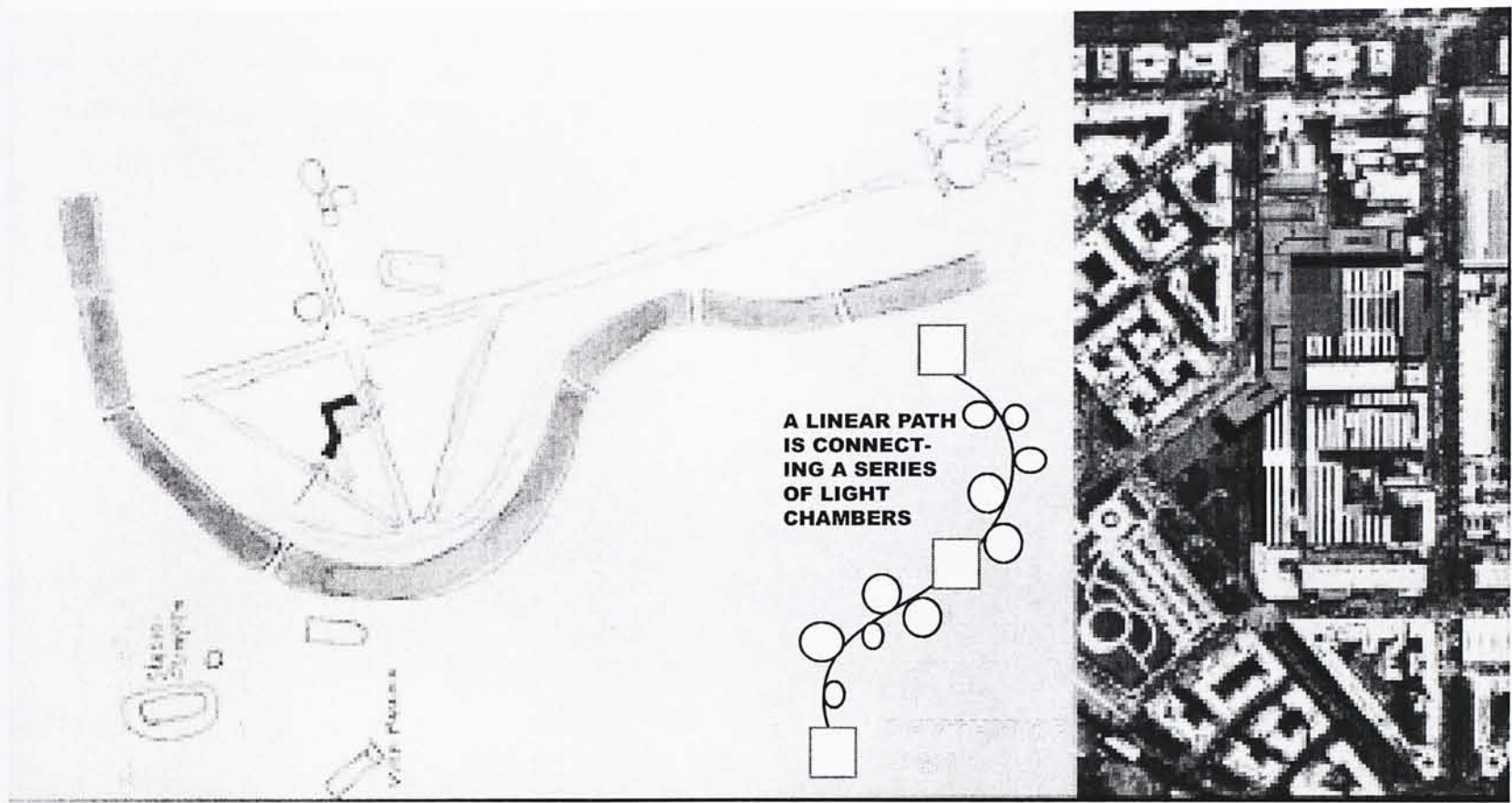
a sequence of chamber with different lighting and dimension treatment.



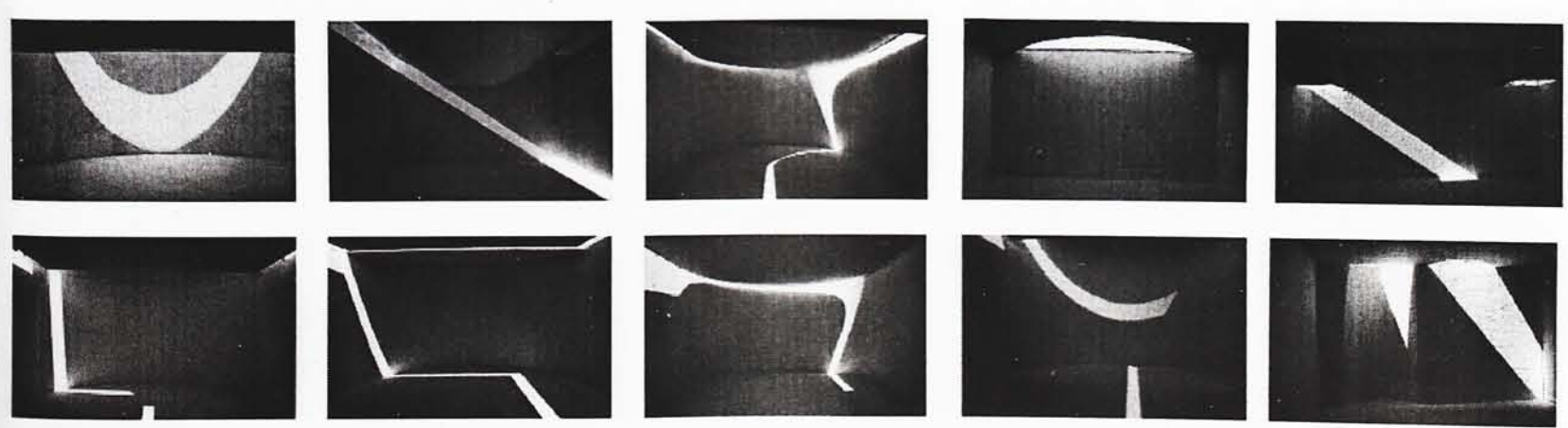
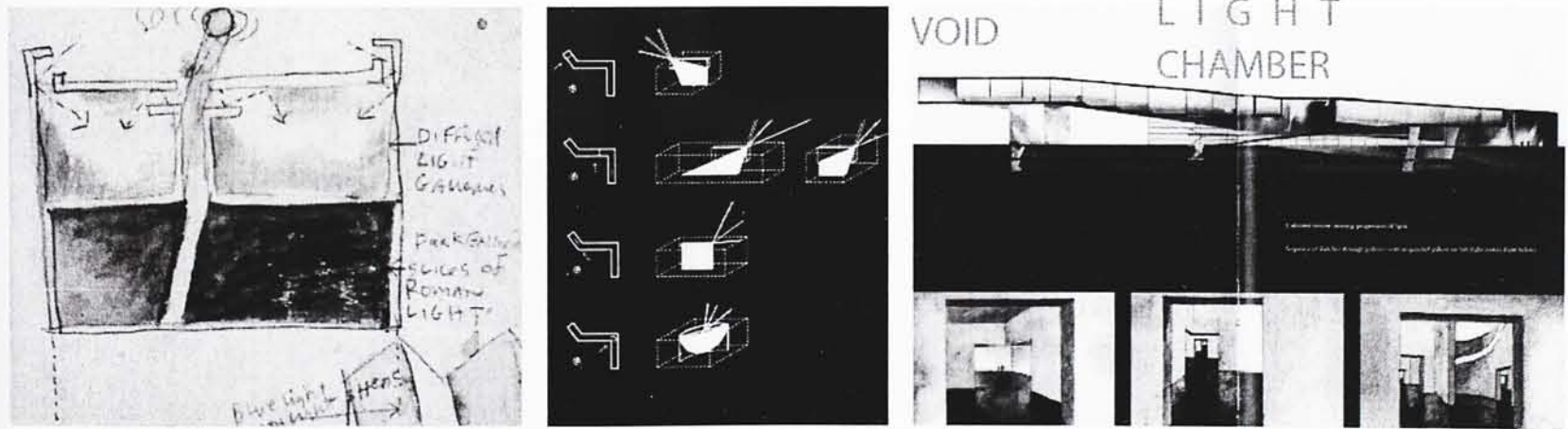
# Dynamic\_collage

## Case\_study

CENTER FOR CONTEMPORARY ART, ROME, STEVEN HOLL



lighting study



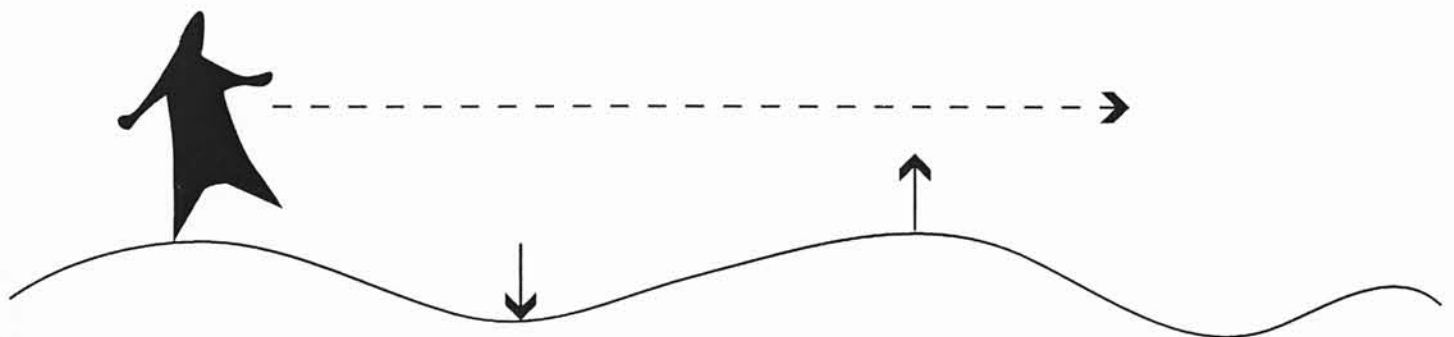
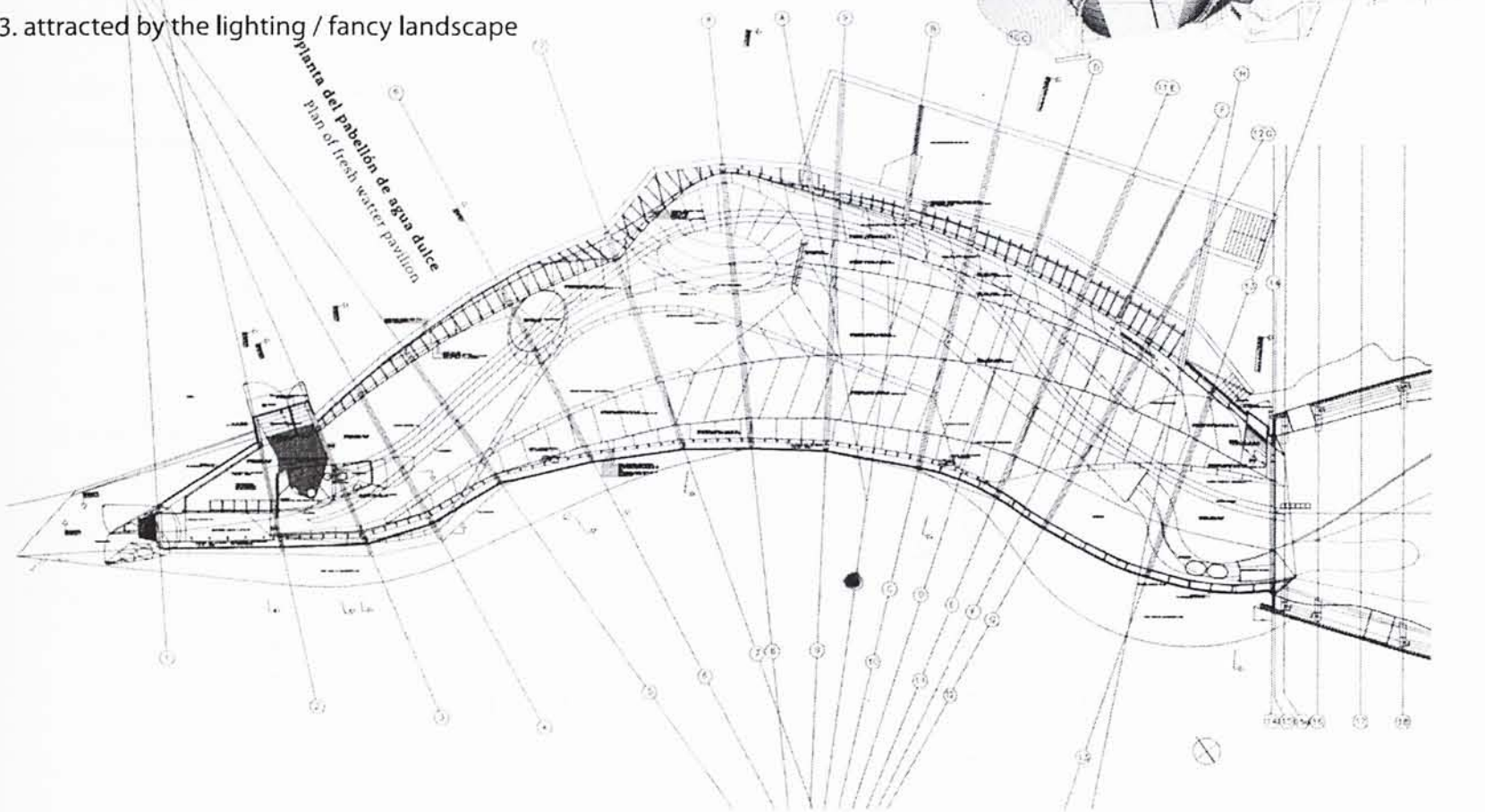


# Dynamic\_collage Case\_study

Waterpaviljoen, NOX

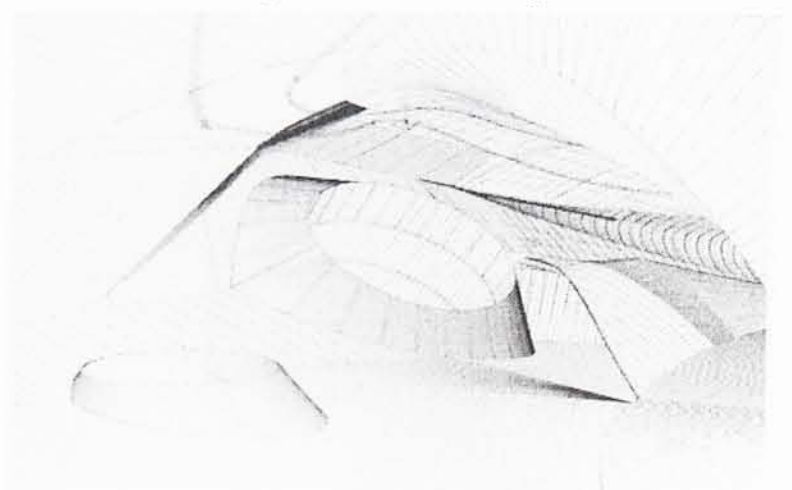
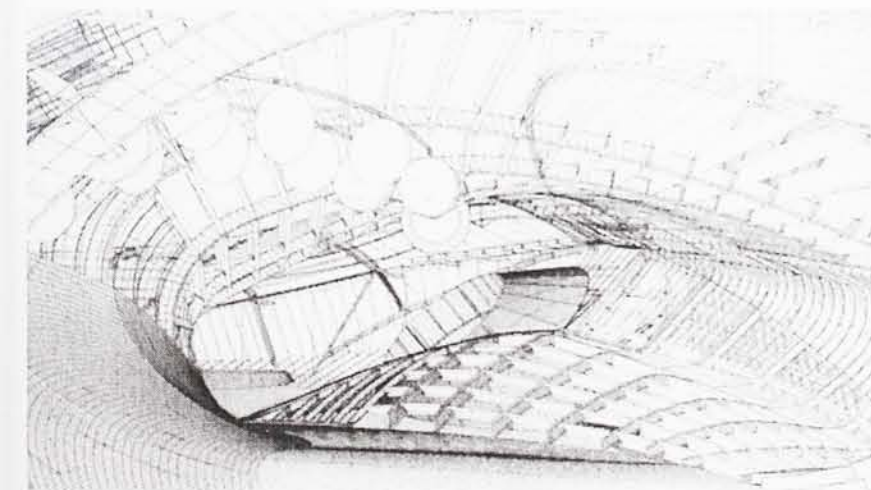
The dynamic experience is created by movement of observer.

1. feet and eyes are separated
2. moving up and down, to and fro
3. attracted by the lighting / fancy landscape



no horizontal elements

wall is wrapped from the ground and then to ceiling



# Site\_selection considerations

In order to fully investigate the theory, a real site is needed to examine. There are several site criteria for the selection process.

## 1. Site with rich local culture and history

My thesis relates to time (past, present and future). It can be easier to conduct examination if more variation of time elements is already existed in the site

## 2. Site with redevelopment project

It will be more meaningful that the selected site is now under a threatening condition.

## 3. Site with various speeds of activity

Different kind of activities will generate different speed of motion. The variation of speed can help to develop the concept of dynamic temporal collage.



# Site\_selection Option 1

Nga Tsin Wai walled village in Wong Tai Sin district

## 1. Site with rich local culture and history

It is among the oldest cultural relic in Kowloon and is the only traditional Chinese walled village in Kowloon downtown urban area.

## 2. Site with redevelopment project

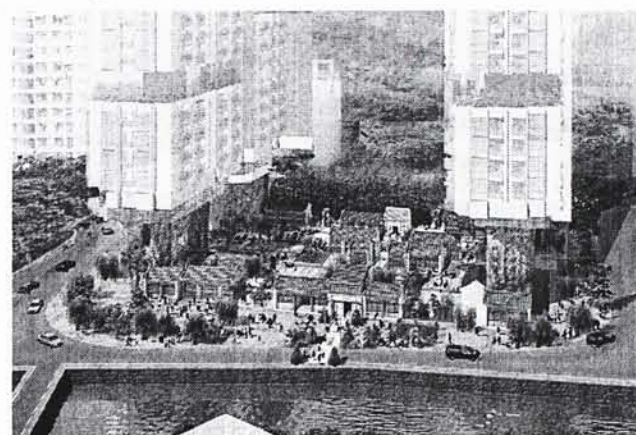
The site is one of the 25 redevelopment projects announced by the former Land Development Corporation (LDC) in 1998. This redevelopment Project named K1 is planned for implementation in 2007/08.

## 3. Site with various speeds of activity

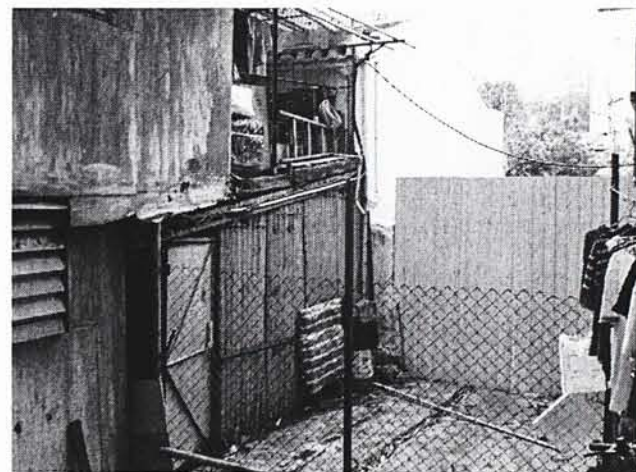
The village situate in an urban area. New and old is montage in this district. A fast and busy life is found in new area. And a peaceful and slow life can be found in the village.



the village is under redevelopment



new residential proposal for the site



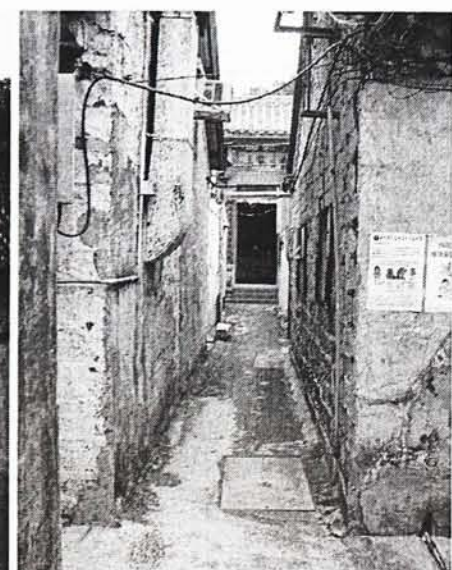
some buildings are already demolished



new residential district



boundary



old village



# Site\_selection Option 2

Nga Tsin Wai walled village in Wong Tai Sin district

## 1. Site with rich local culture and history

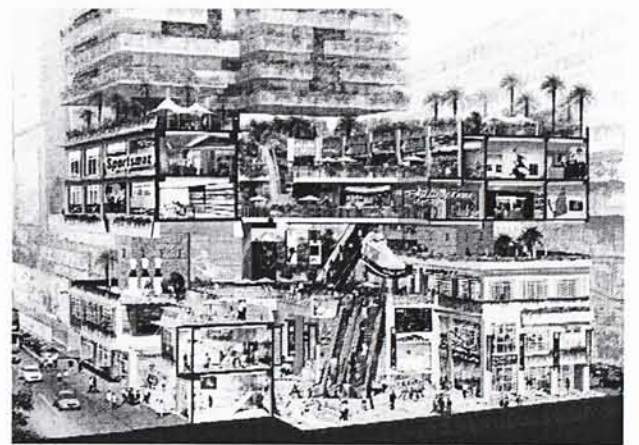
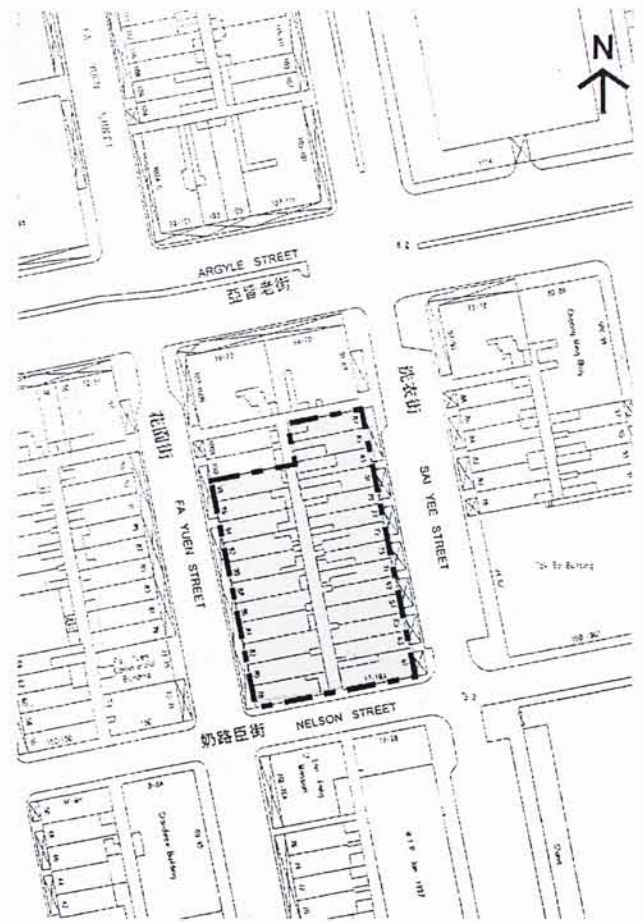
The street, Sai Yee Street, is so-called Sneakers Street. The lower portion of the buildings is sports shops and the upper part is residential unit. It is one of the famous shopping street in Mongkok

## 2. Site with redevelopment project

This development will affect 16 sports shops or about 25% of the sports shops in "Trainers Street" in Mongkok

## 24 hours endless life style

Introducing time-based principle into existing city fabric. New program or element can be inserted into existing building or street in order to fill up the wasted space in certain time interval. the 24 hours endless life style can maximize the opportunity for investigate time-based design principle.



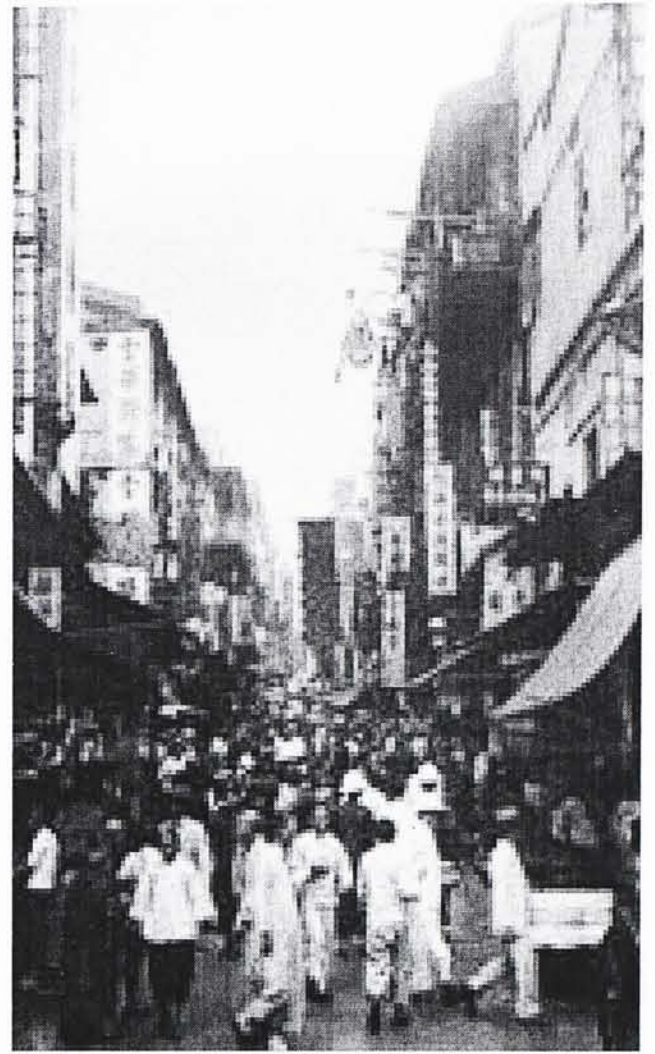


# Site\_selection Option 3

## Peel Street/Graham Street Project

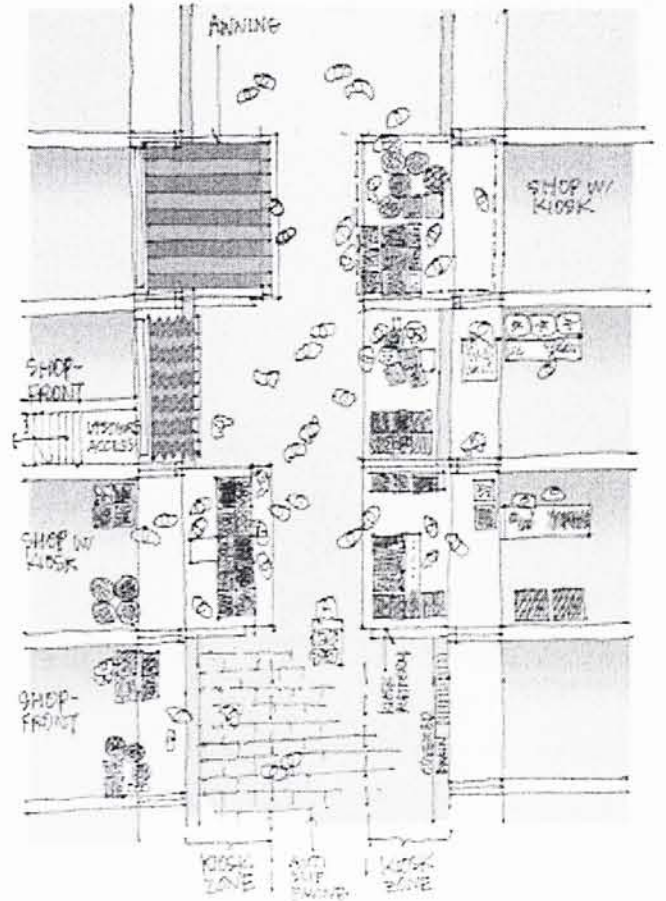
## Historical background

The Peel Street and Graham Street area is indisputably one of the oldest urban districts of Hong Kong. This area has a long historical establishment as the neighborhood for Chinese settlements since 1841, when the British gained control of Hong Kong. After the Second World War, more than 1.5 million refugees came to Hong Kong from China; a large number of these refugees made their living as street hawkers and craftsman, working for different shops and street traders. The Graham Street neighborhood is one of the few areas where this historic pattern can still be witnessed today, representing not only a historically relevant cityscape of Hong Kong but a dynamic, functioning, and well-used enclave



### Current conditions

Today, the Peel Street and Graham Street area consists of four to seven-storey commercial and residential buildings. Despite the visual clutter and run-down condition of many of the buildings, the neighborhood still presents a harmonious example of fine-grained urban development with ladder streets and pedestrianized alleyways, forming a well-functioning, dynamic, a human-scaled old urban quarter of Hong Kong. The area is also home to the longest operating street markets of Peel Street, Graham Street and Gage Street, giving it unique identity and character. The poor hygiene, environment, and living quality in the area are due to the lack of proper servicing and infrastructure, day to day maintenance and management of the area. Stoppage of issuance of Hawker licenses by the Government, as well as the announcement of redevelopment plans ten years ago, have contributed to the sense of this being a neighborhood on a decline and has discouraged any improvements by the city and private landlords





# Site\_selection Option 3

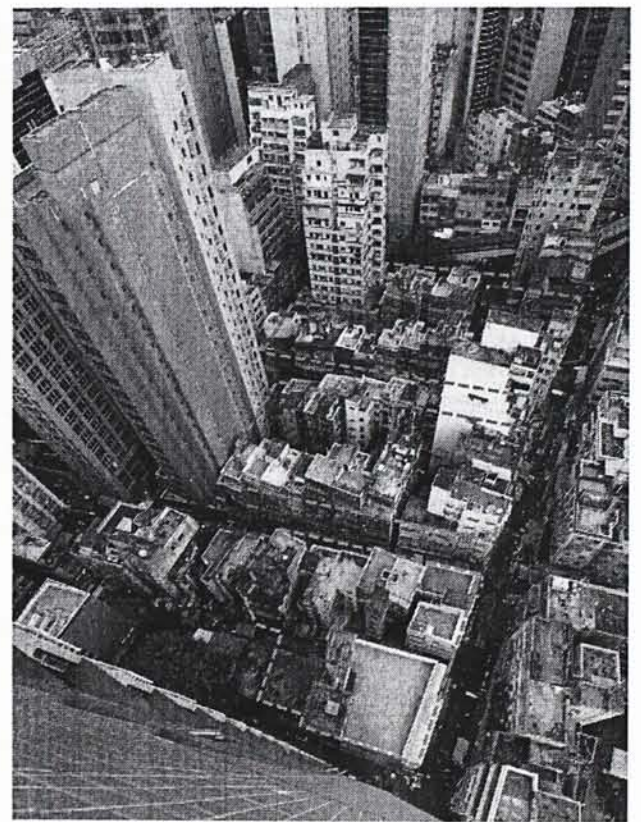
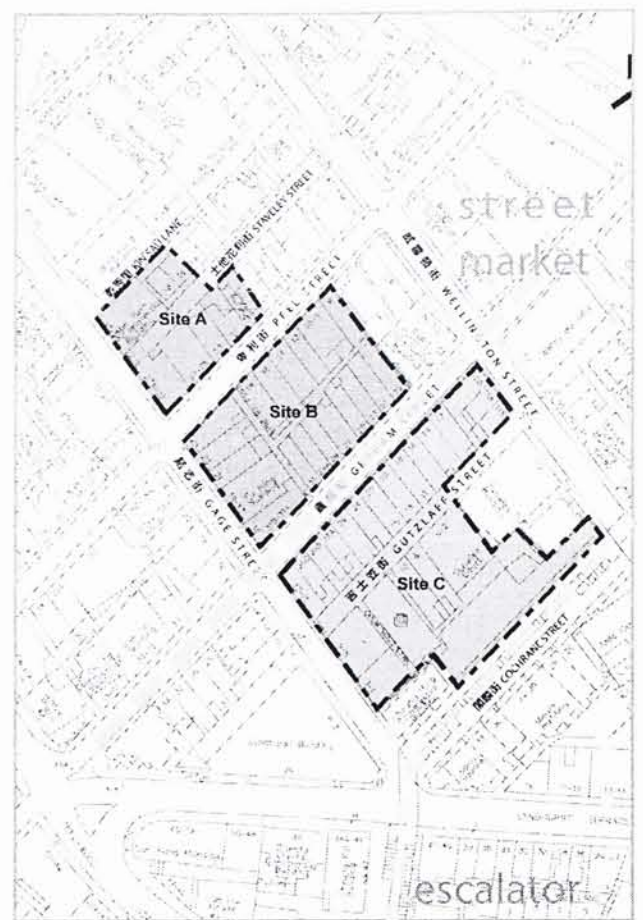
## Peel Street/Graham Street Project

### Site with redevelopment project

The Town Planning Board approved a Master Layout Plan for URA project H18 at Peel Street and Graham Street in May 2007. The approved development consists of four towers: one 30-storey residential tower, a 32-storey residential tower, a 33-storey office tower and a 26-storey hotel tower, over a four storey podium development, on three sites over existing street markets on Graham and Peel Streets.

At last, the site in central (Peel Street/Graham Street, site C) is chosen by the following considerations:

1. STIE WITH RICH LOCAL CULTURE
2. STIE WITH RICH COLLECTIVE MEMORY
3. STIE WITH REDEVELOP PROJECT
4. INTEGRATION OF NEW & OLD, FAST(escalator) & SLOW(market street)





# Site \_ Study

## Central Mid-Level Escalator

Hong Kong Island is dominated by steep, hilly terrain, which makes it the home of some rather unusual methods of transport up and down the slopes.

It opened on 15 October 1994, it helps to links Des Voeux Road in Central with Conduit Road in the Mid-levels, passing through narrow streets. Daily traffic exceeds 55,000 people, although originally forecast to transport 27,000.

The whole system is 800 meters long with a vertical climb of 135 meters. The total travel time is twenty minutes, but most people walk while the system moves to shorten their trip. Due to its vertical climb. It consists of twenty escalators and three moving sidewalks.

The escalator daily runs downhill from 6:00am to 10:00am and uphill from 10:30am to midnight. Apart from serving as a method of transport it is also helps to connect several historical landmark in central which start from Central Market, Garham street market, Central Police Station & Victoria Prison, Jewish Mosque and Dr. Sun Yat Sen Museum.

Dr. Sun Yat Sen Museum



Art Gallery

Street Market



Central Mid-Level Escalator

Central Market

Jewish Mosque

Central Police Station & Victoria Prison



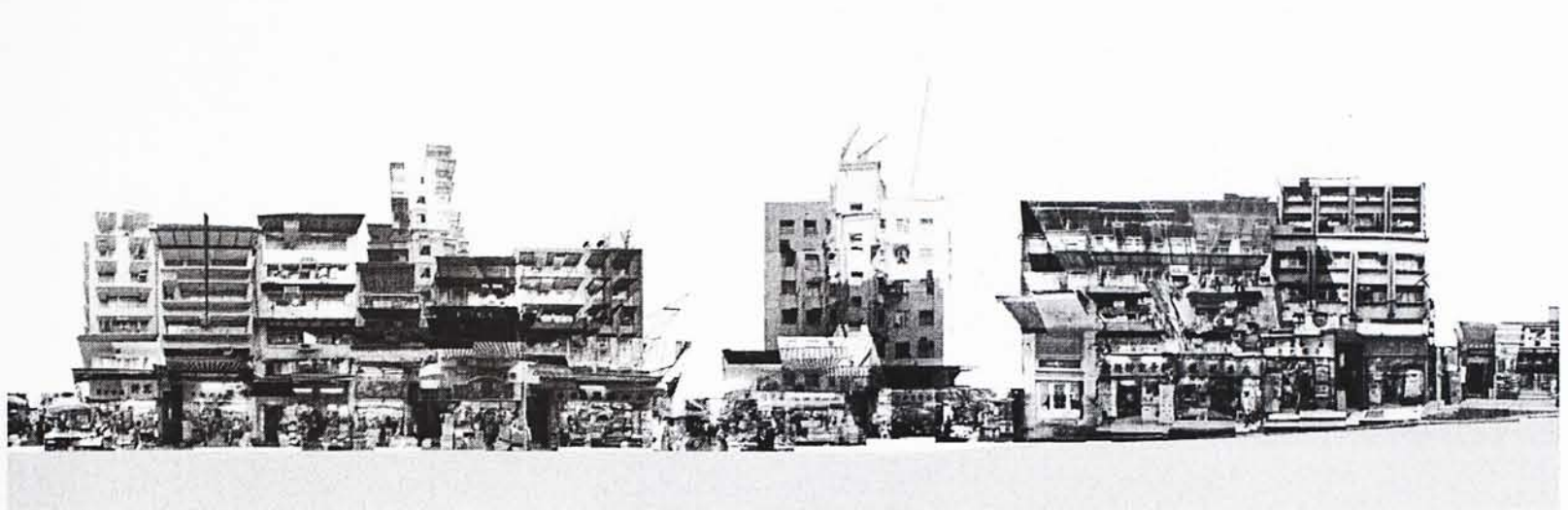


# Site \_ Study

Site elevation



market activity along Gage Street



Site elevation (Gage Street)



Site elevation (Wellington street)



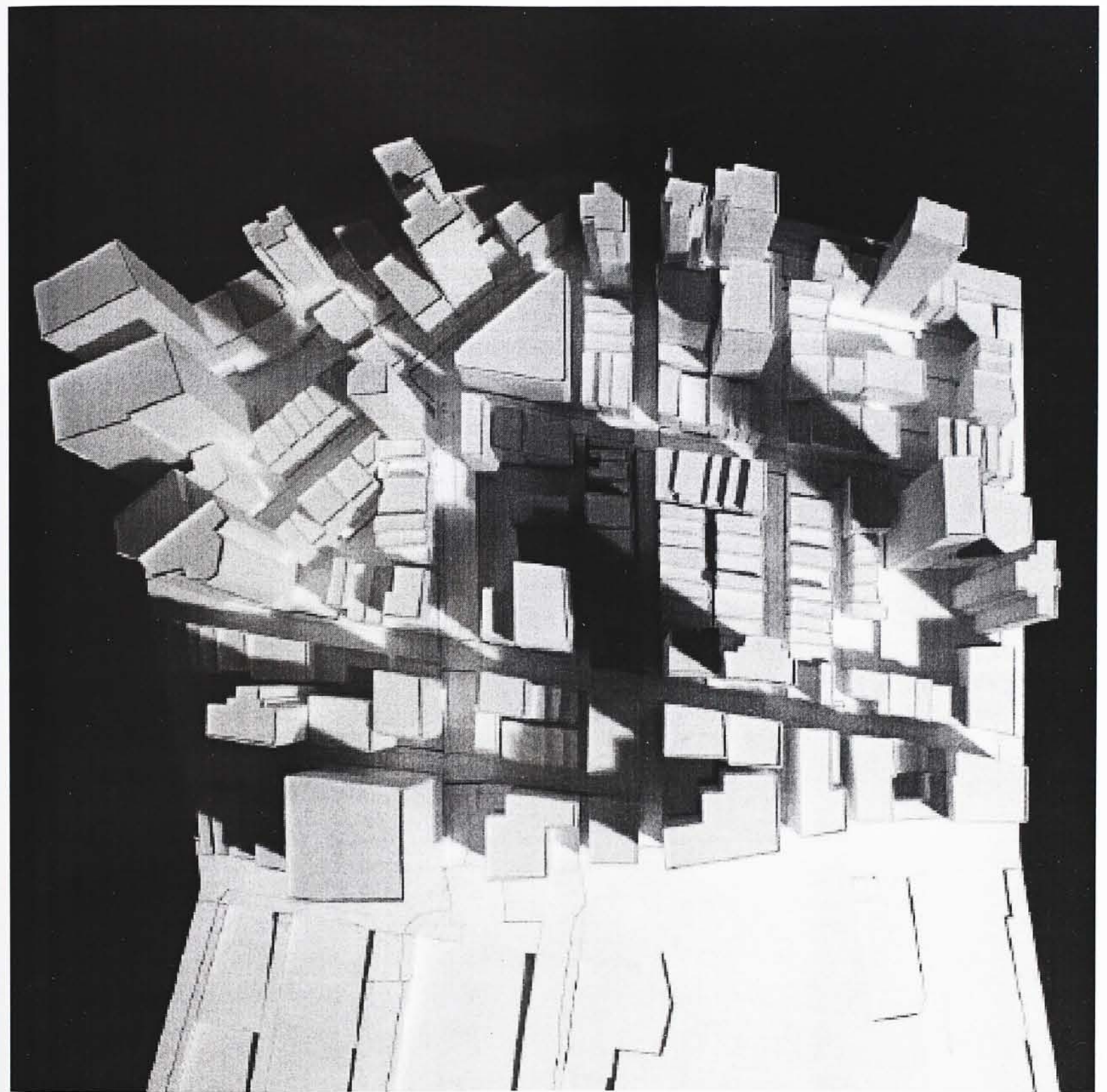
site elevation (graham street)

site elevation (Gutzlaff street)



# S i t e \_ S t u d y

Site Model





# Site \_ Study

Site elements/ scenes to be preserved



The street market in Graham street



convertible store in Gutzlaff street



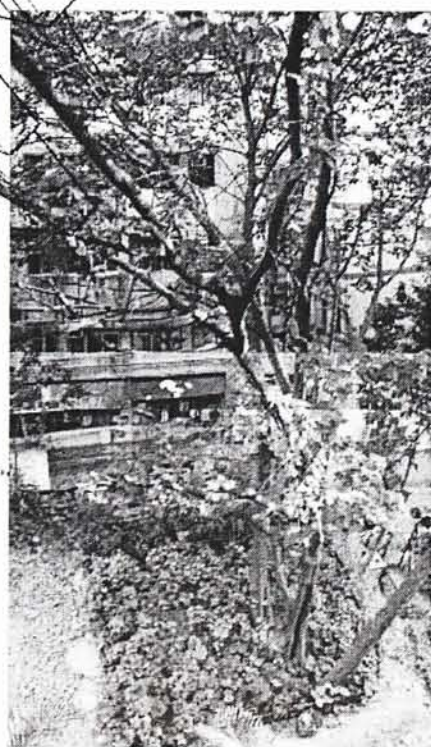
three old buildings  
built in post-war period



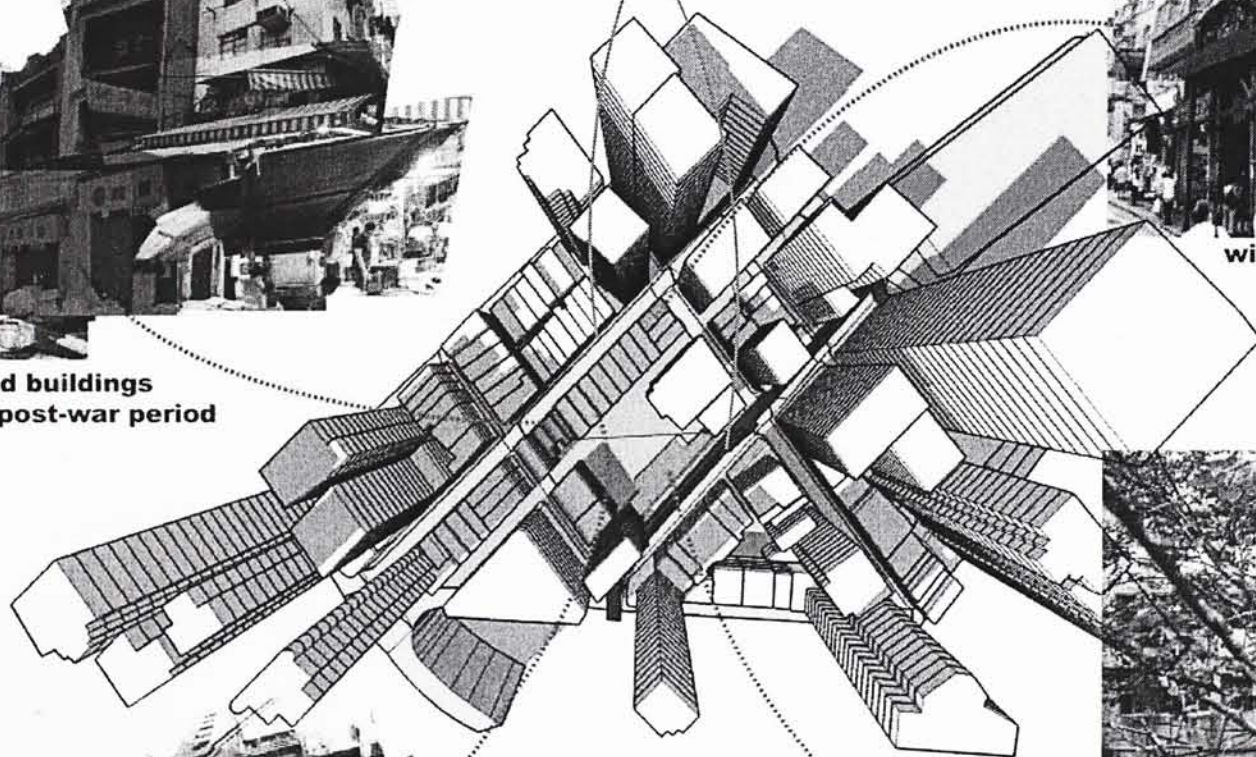
wing wo grocery



irregular layout at the back alley



landscape next to the escalator



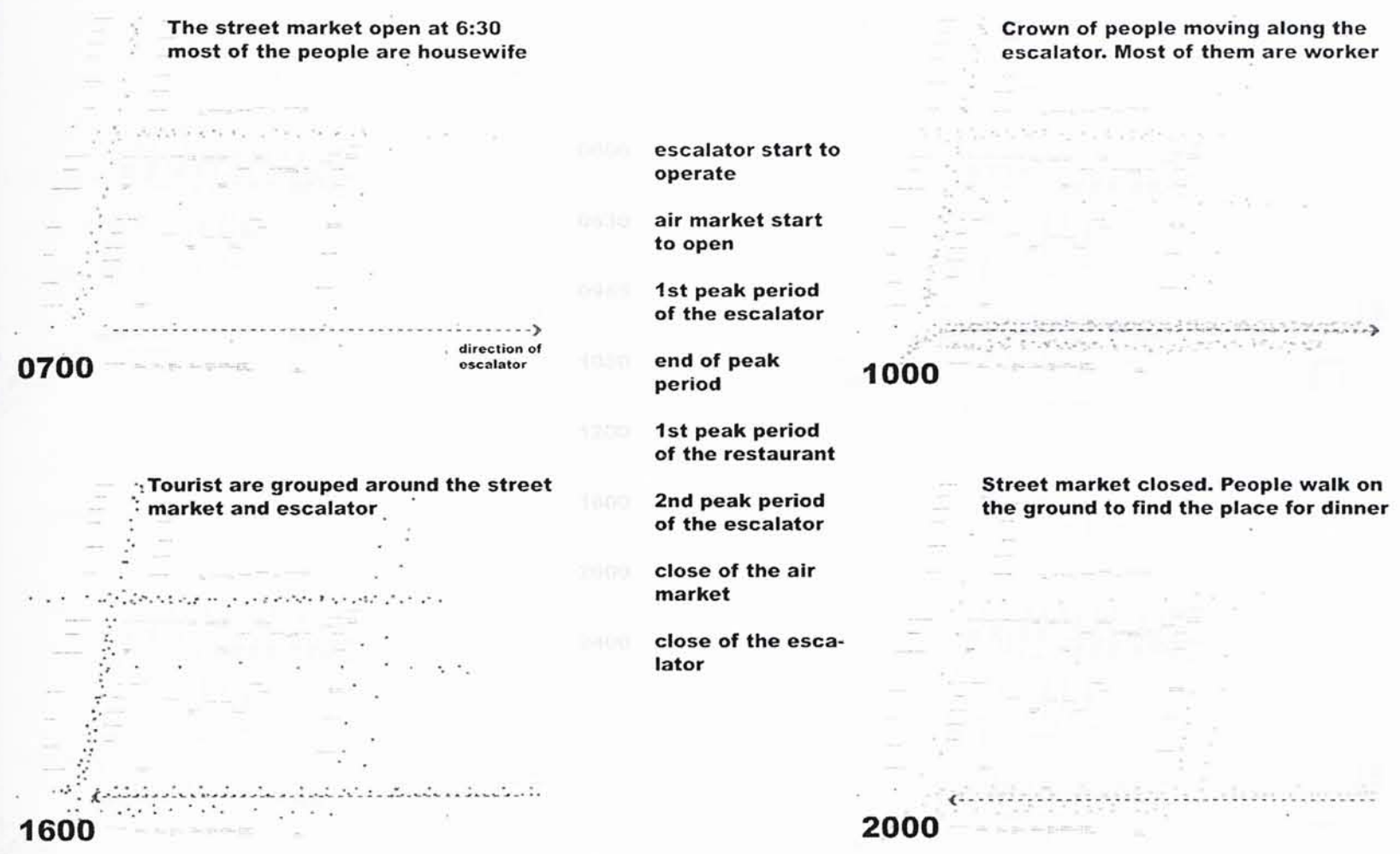


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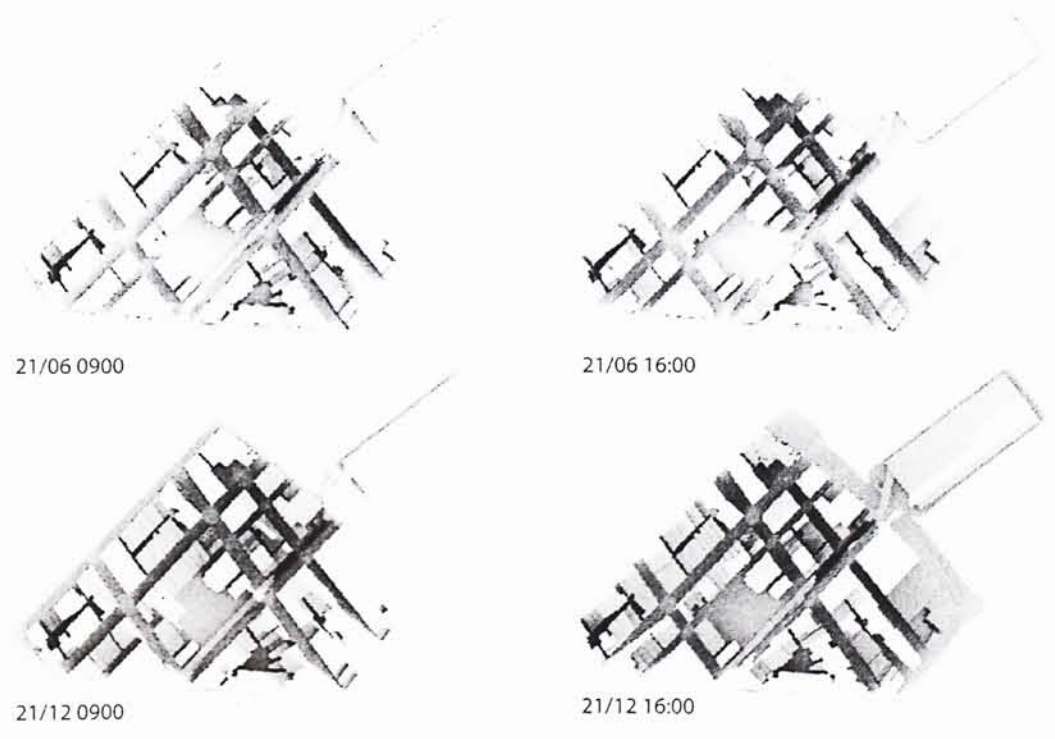
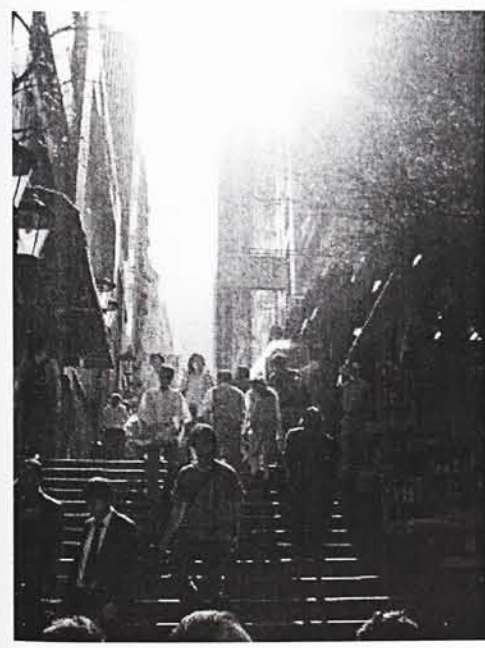


# Site \_ Study

## Time study



ADRAMATICLIGHTINGCOMINGFROMSORTHWEST  
DIRECTION WHICH IS ALONG MOST OF THE UP-  
HILL ROAD (07/11 1400)

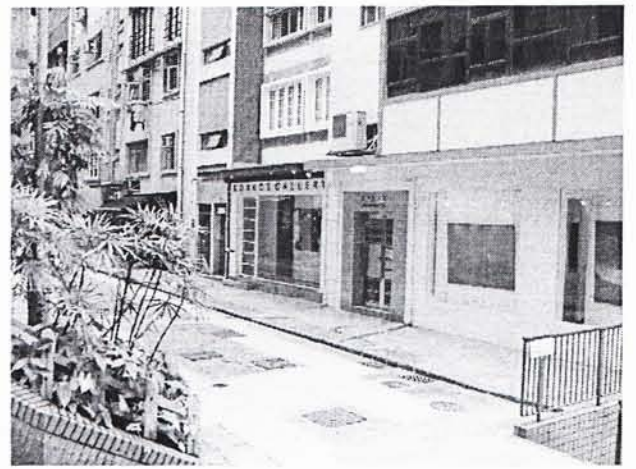




# Program\_selection

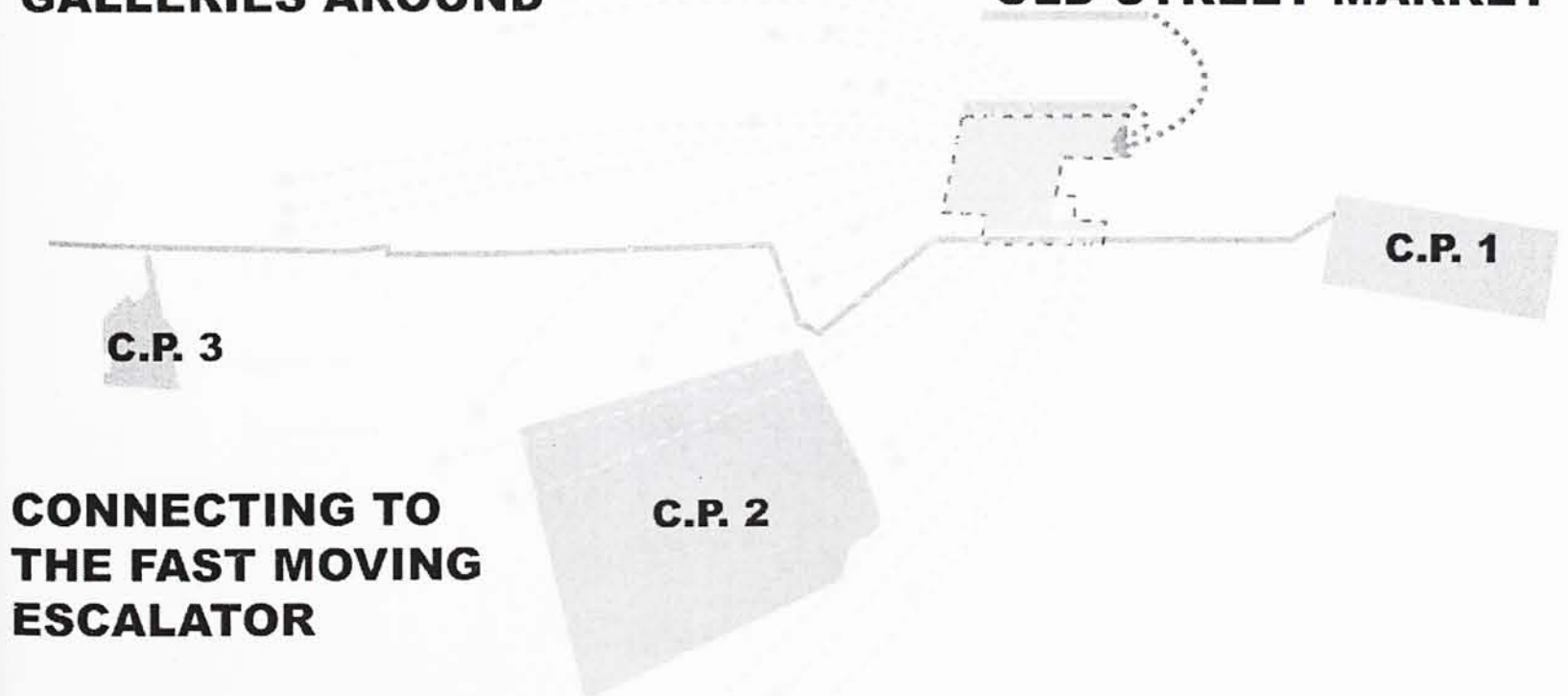
Art Gallery is chosen for the thesis. There are three reasons to choose art gallery for the thesis:

- :
1. There are many Art Gallery around the site. However, there is lack of space to let people approach to their world of art. One of the concept to revitalize the site is to reconnect those scattered art gallery together and exhibit to public.
  2. It find that art museum necessary several rooms in various size and environmental treatment. It provides a opportunity to present different variation of time collage in different rooms
  3. It is found that most of the art galleries around central are avant garde. Those uncommon and alien art work can help for future sensational stimulation. It can help to add at least one more time layer for the site.



## CONNECTING ALL THE GALLERIES AROUND

## CONNECTING TO THE OLD STREET MARKET



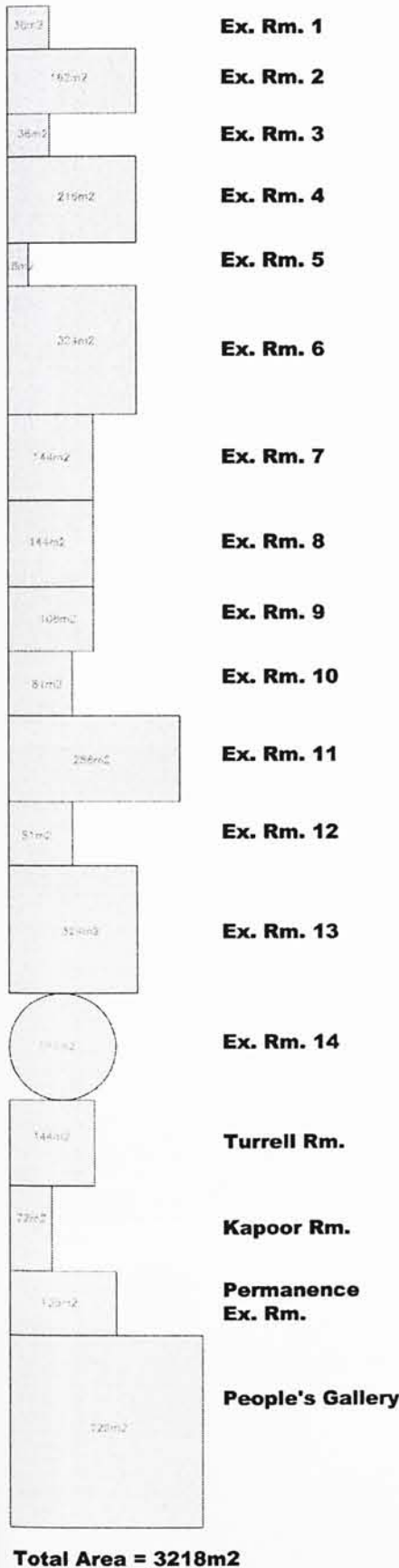
## CONNECTING TO THE FAST MOVING ESCALATOR



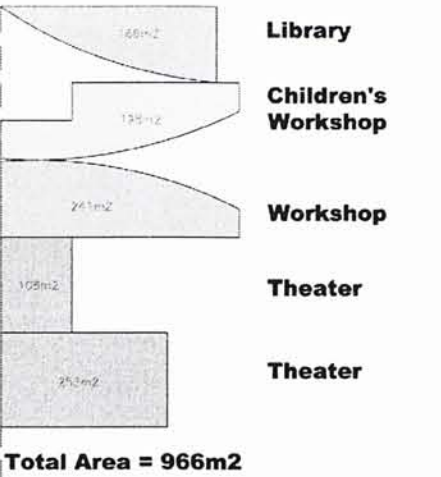
# Programmatic\_study

21st century museum of contemporary art, SANNA

## Exhibition Area



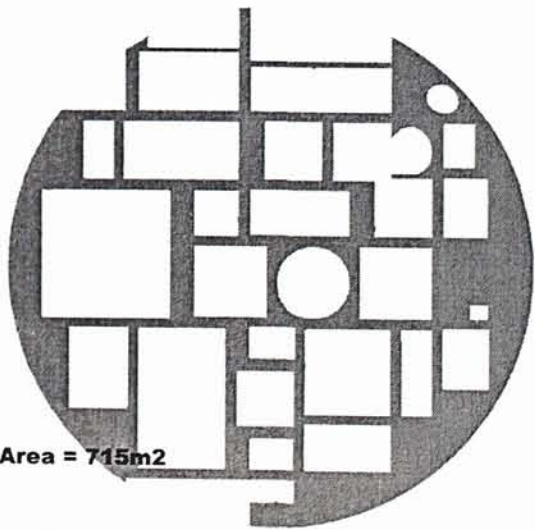
## Library/Workshop/ Theater



## Lightwell



## Other



Total Usable Floor Area = 5619m²

Circulation and Gathering Space = 4321m²

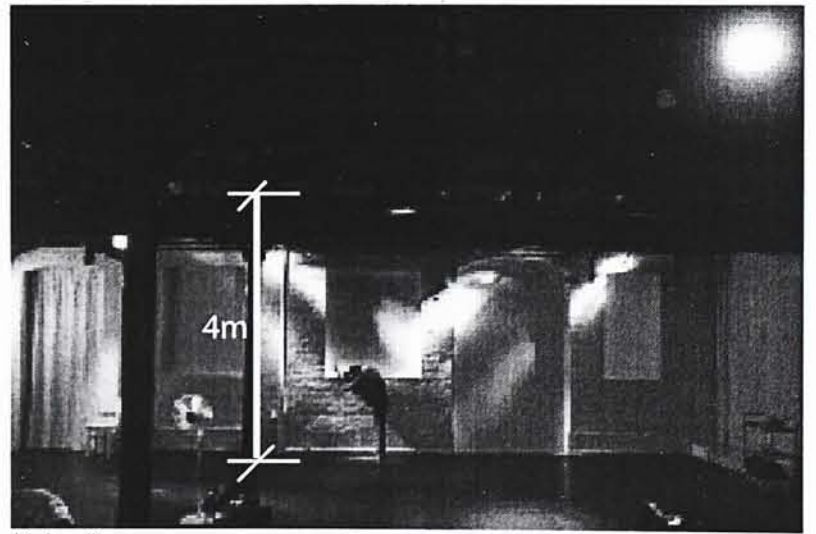


# Programmatic\_study

Castle Depot Artist Village the old bull checking station was change to artist village in 2002.



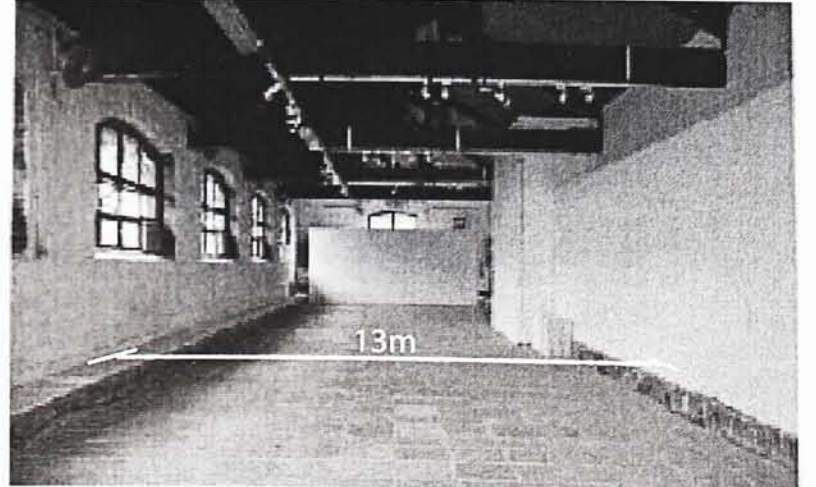
artist's studio



high ceiling space



preserving most of the old structure



a wide open plan exhibition space

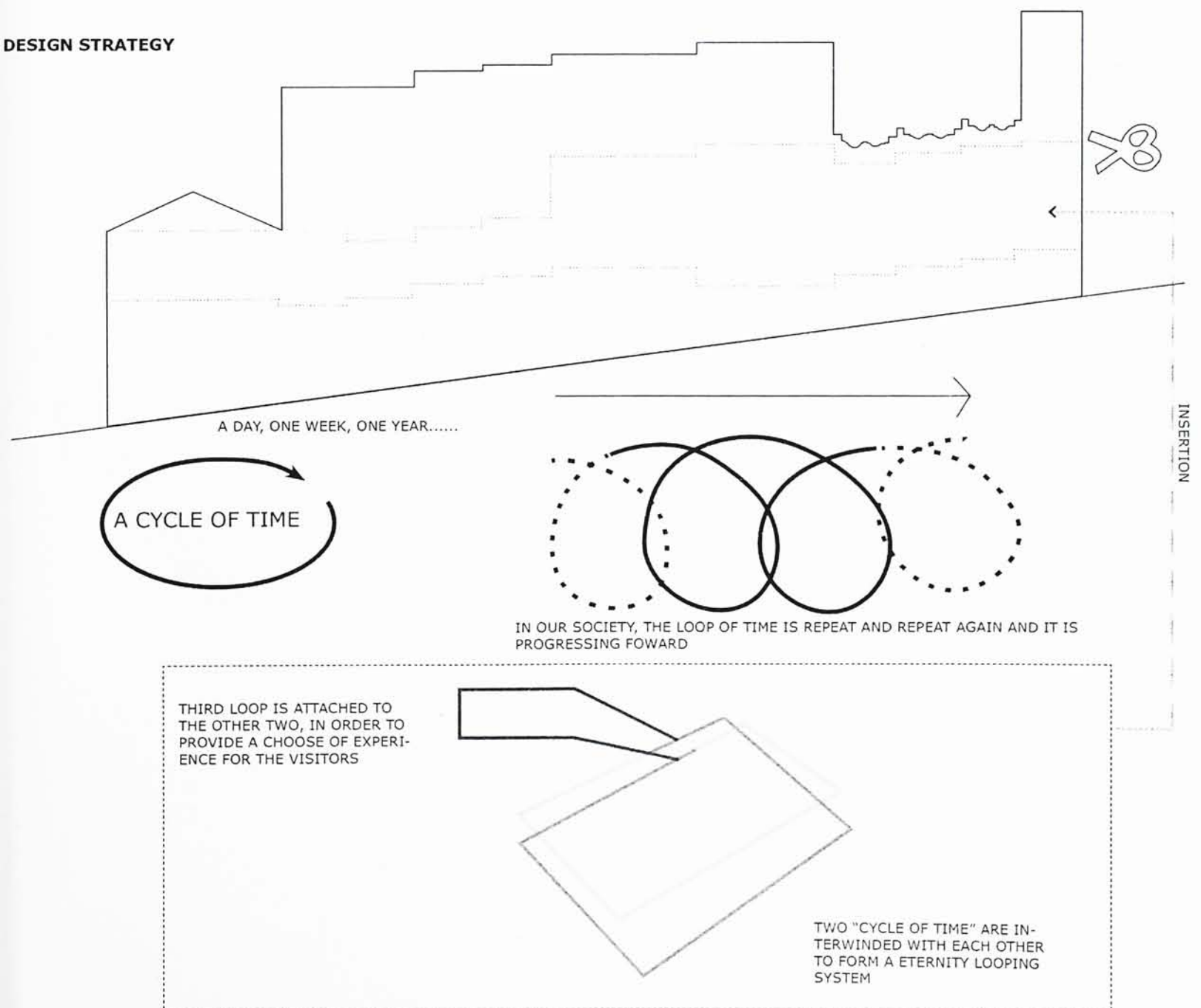


# Design \_ Strategy

## Time study

Nowadays, our sensation of time always follows a loop/ cycle. Life's rhythms are cyclical which may be represented by 24hrs, during a week, a lifetime. We can say that there is no beginning and end to it, since it is non-stop to repeat again and again. A loop can symbolize as a dynamic systems applied to the ambiguous relationships to be established between memory (now) and action (then), history and present day, past and present. A journey of time experience in a loop is applied in the site. Two cycle of time are intertwined in order to enrich the experience.

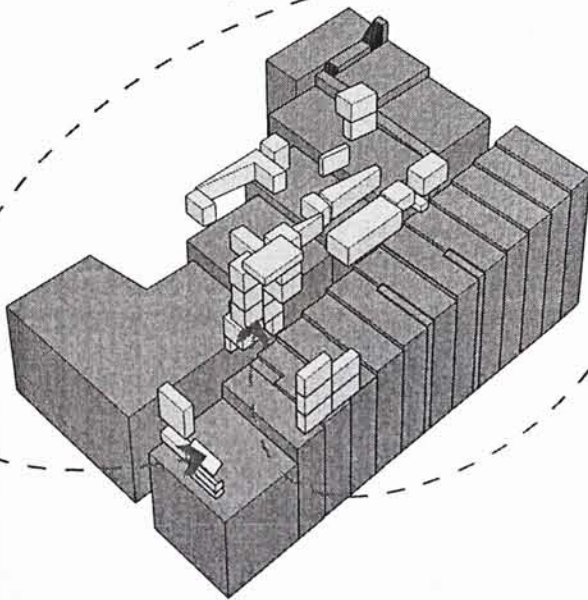
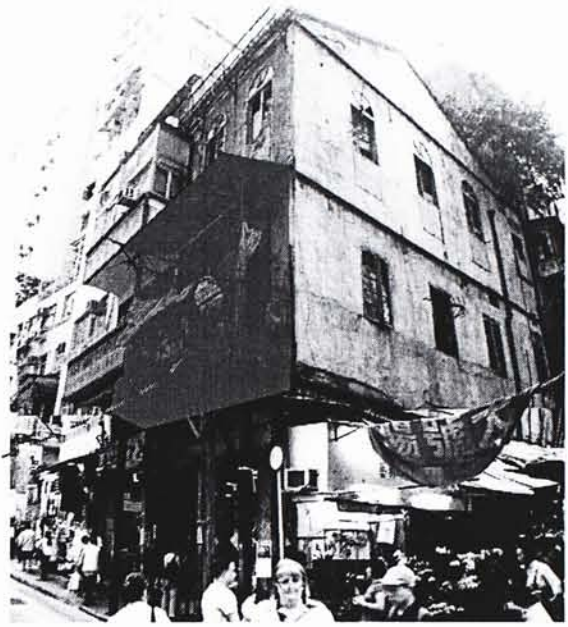
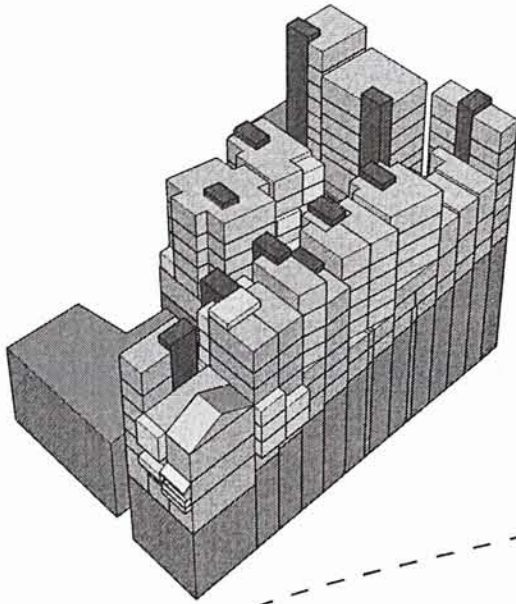
Since there are many memorable elements can be finding in the site, like trees, street market, Wing Wo grocery and many aged buildings, the design strategic is to preserve the existing site element as much as possible. Especially, it needs to preserve the market street together with the ground floor shops, since the market street can not substance without the support of G/F shops behind. Finally, a small portion of void is decided to cut horizontally in the existing cluster of buildings.





# First\_scheme

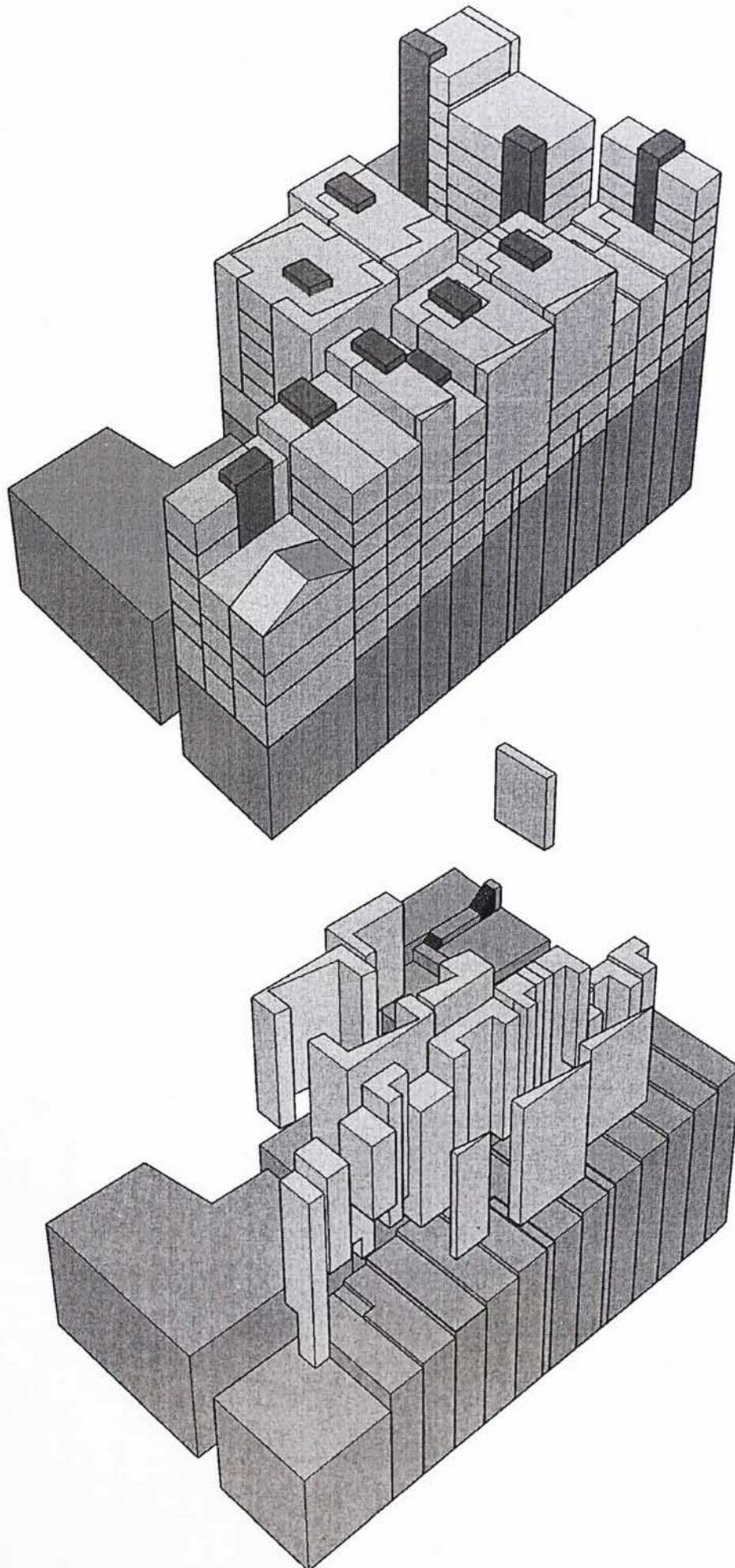
Illegal structure is constructed in the built upper space.





# First\_scheme

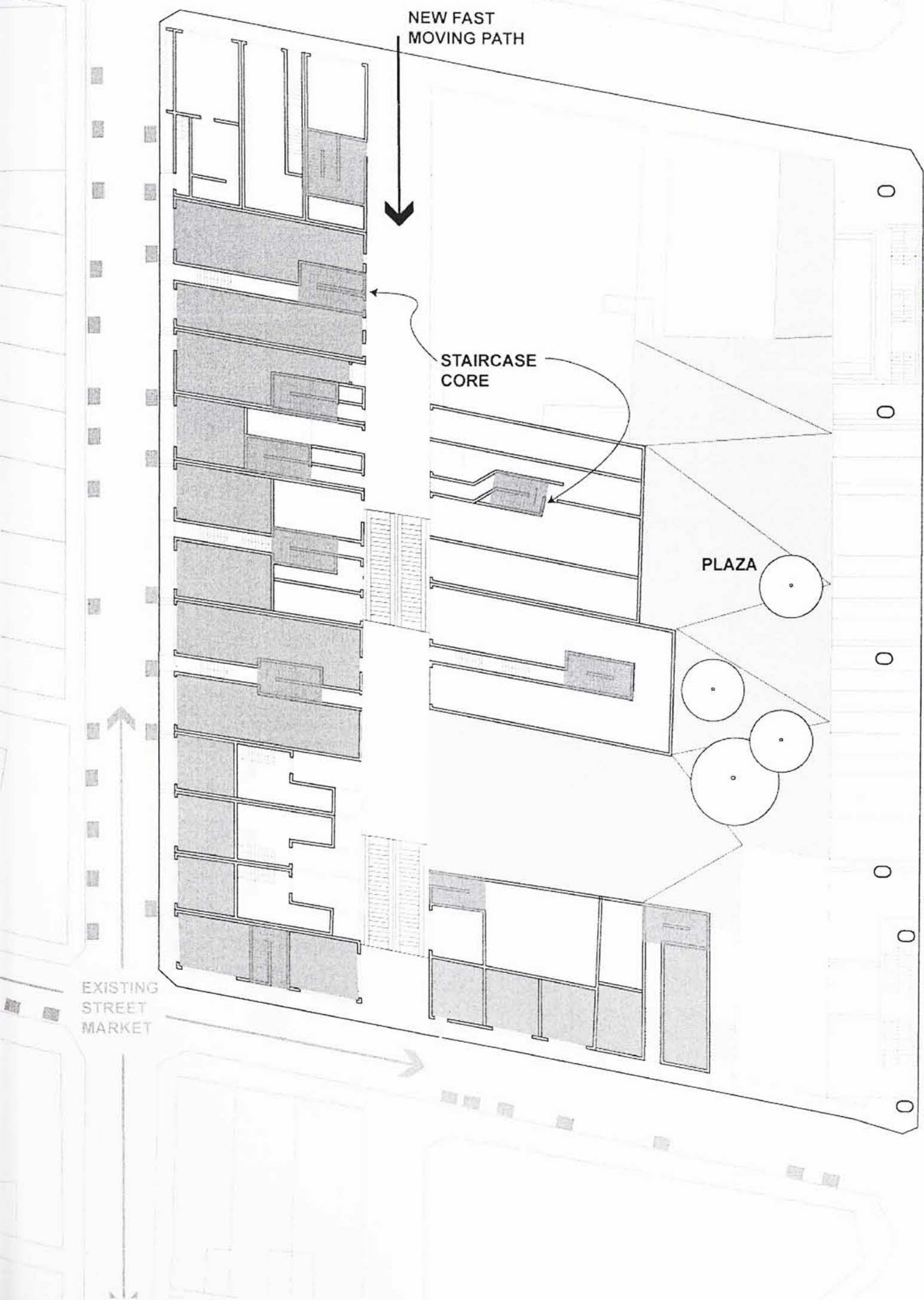
It is possible to maximize the volume of the existing buildings by fill up the unbuilt space





# First\_scheme

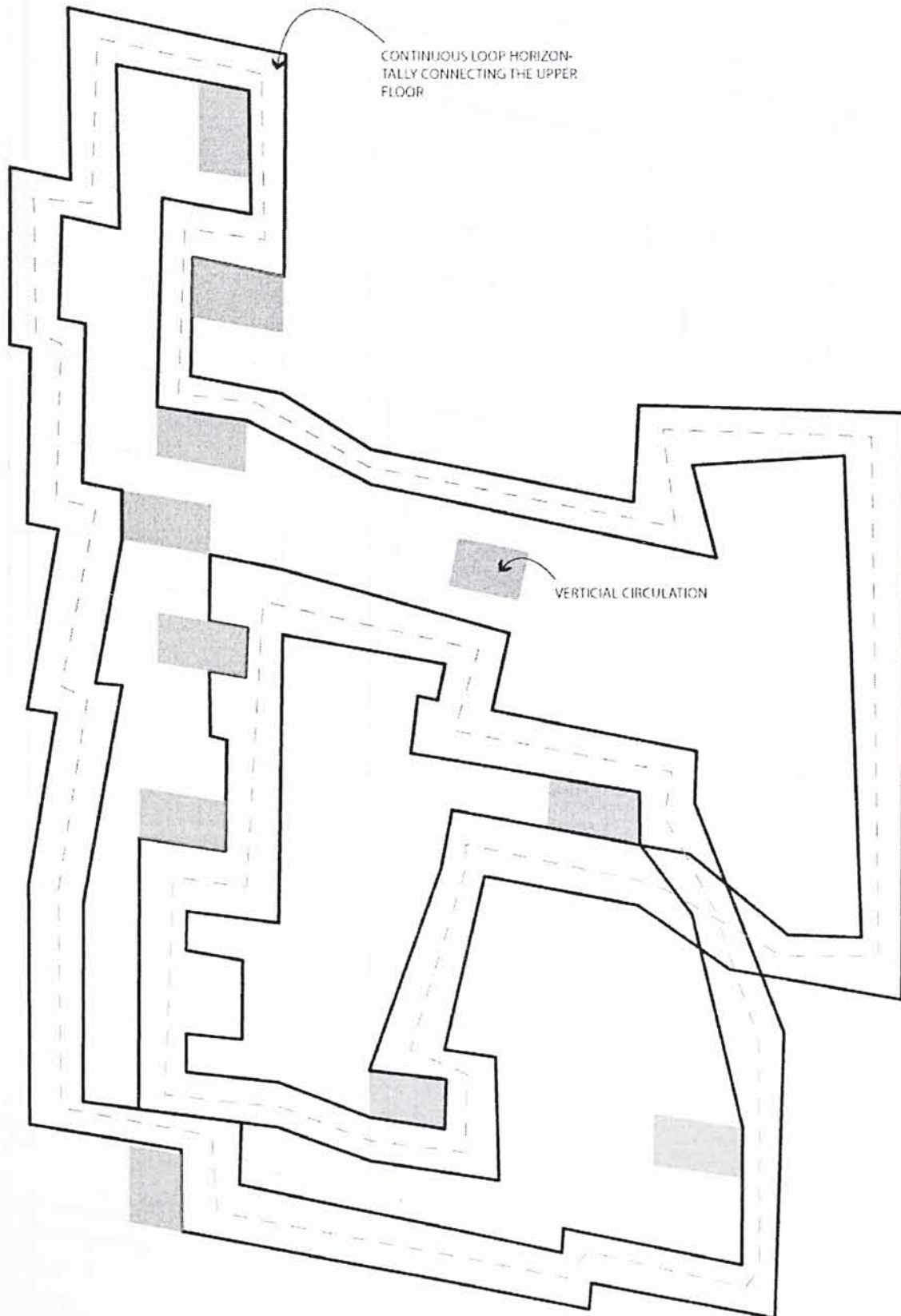
Ground Floor Plan





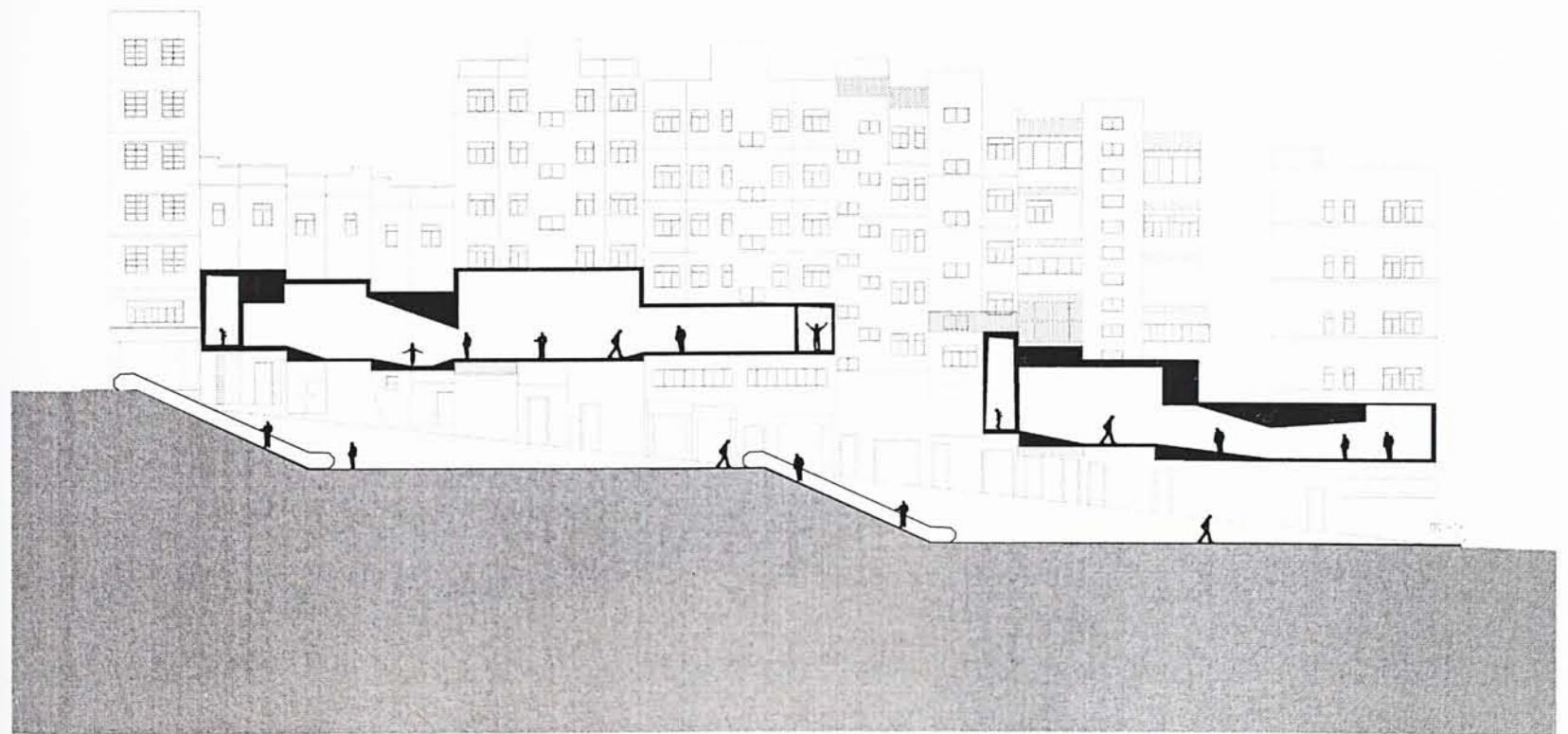
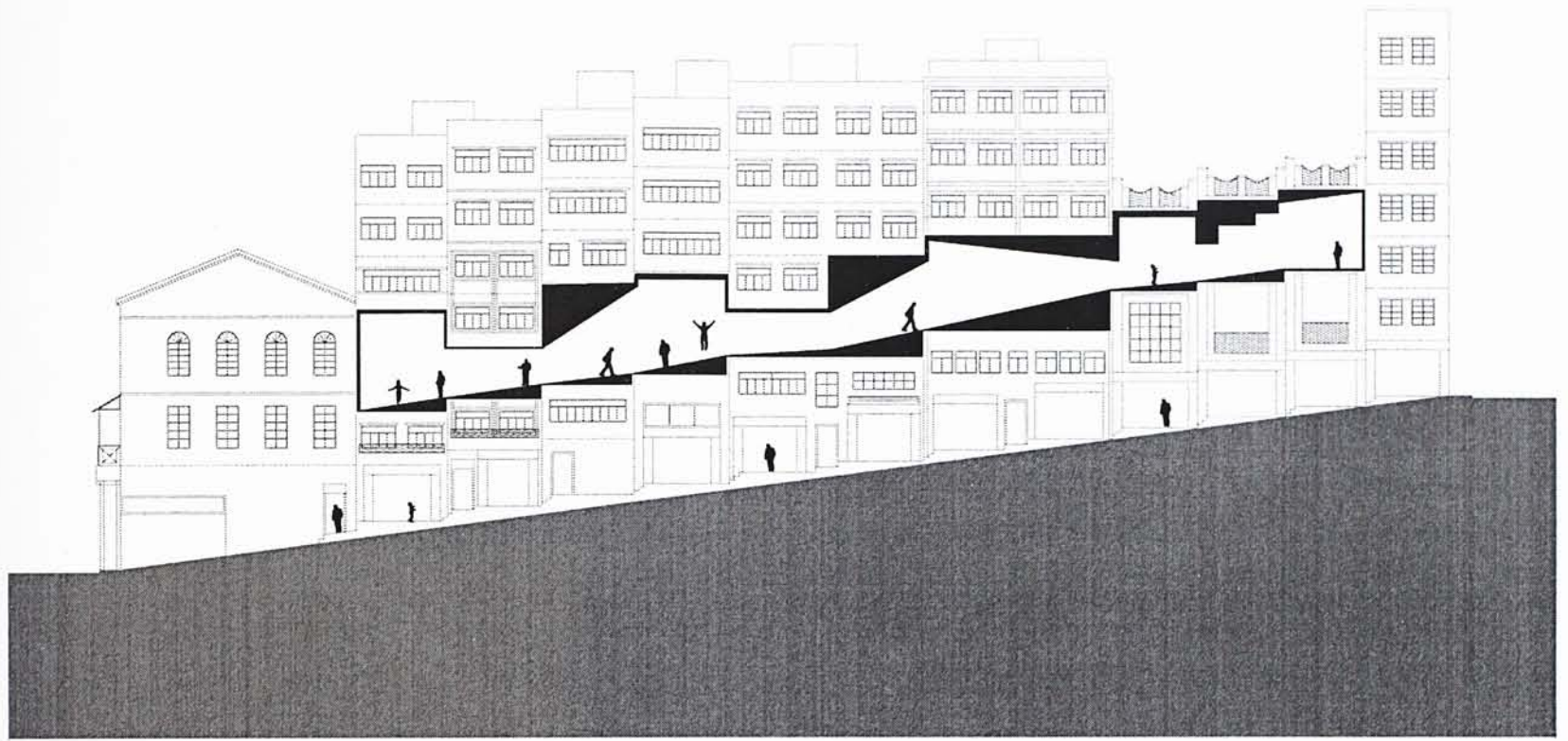
# First\_scheme

## Upper Floor Plan



# First\_scheme

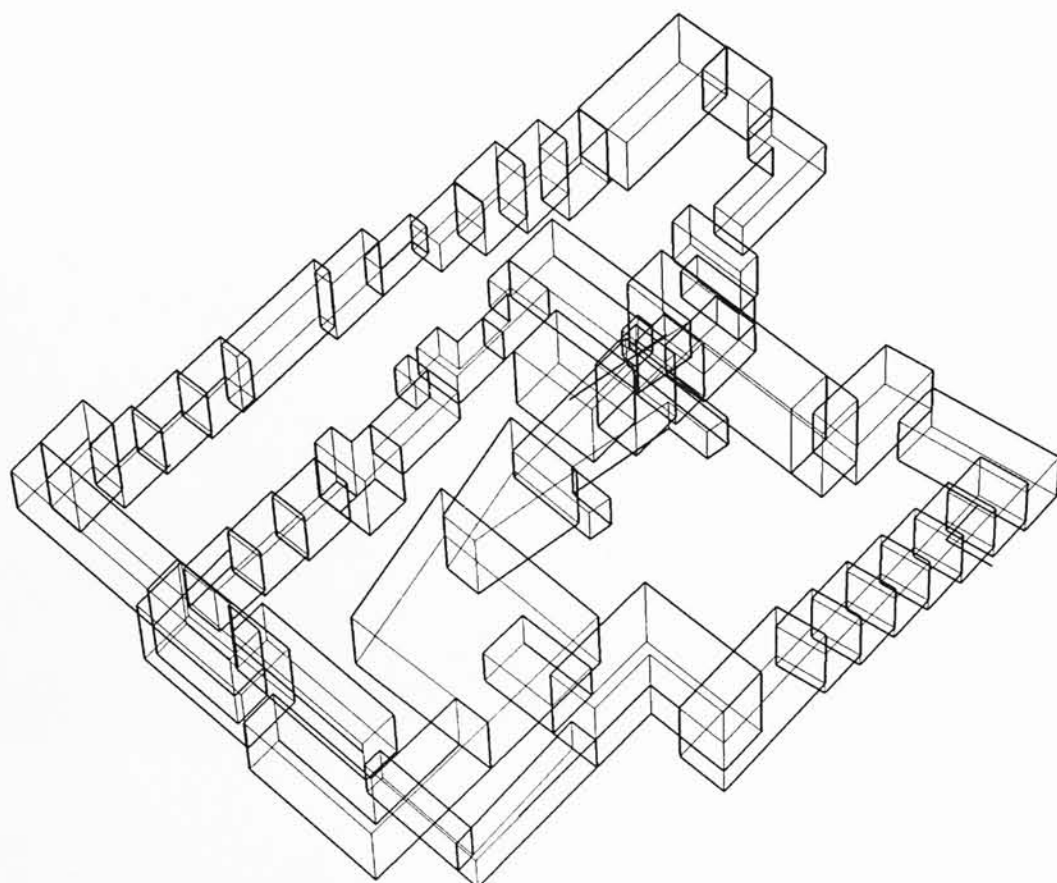
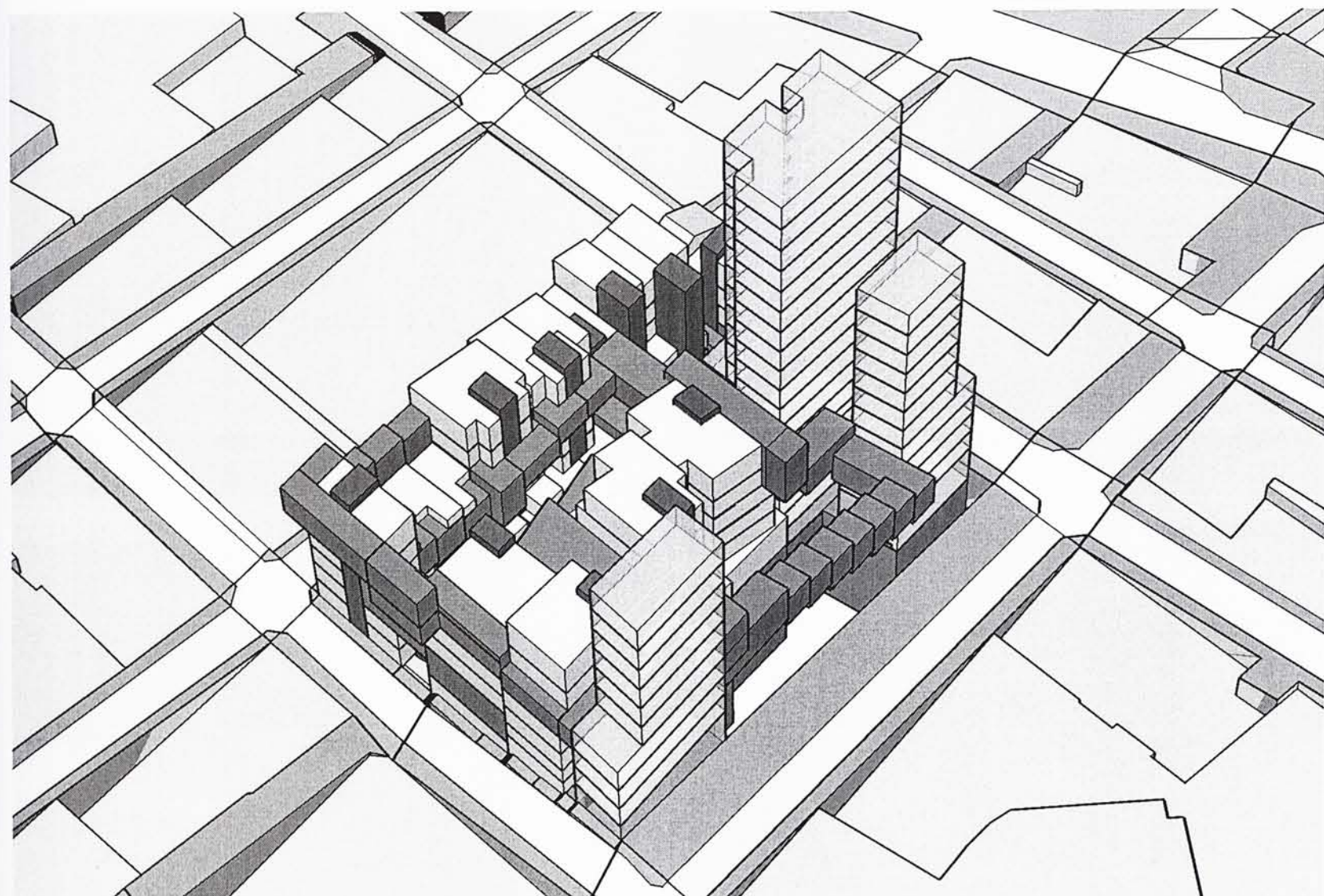
Elevation - inserting the loop above the ground level





# First\_scheme

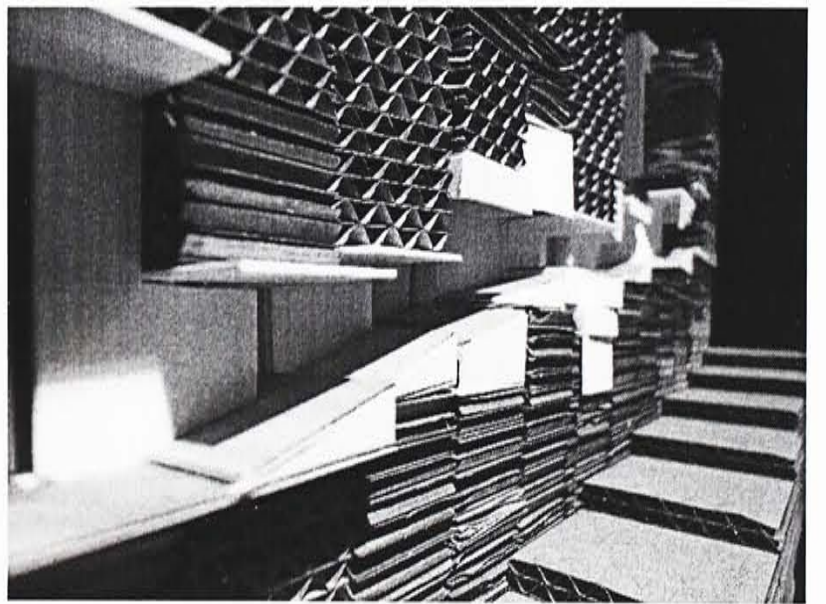
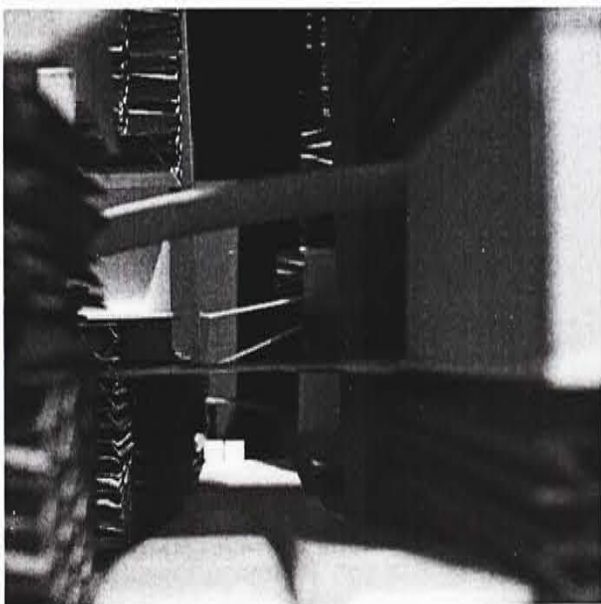
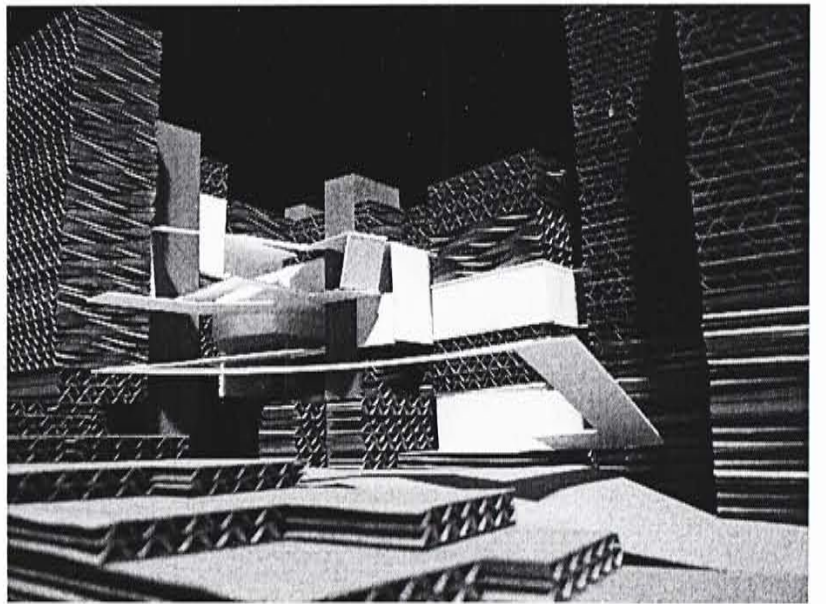
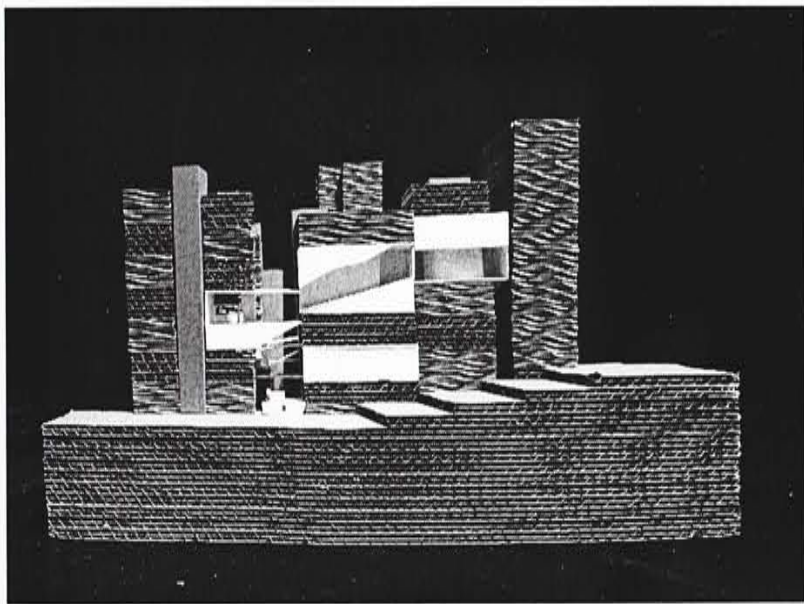
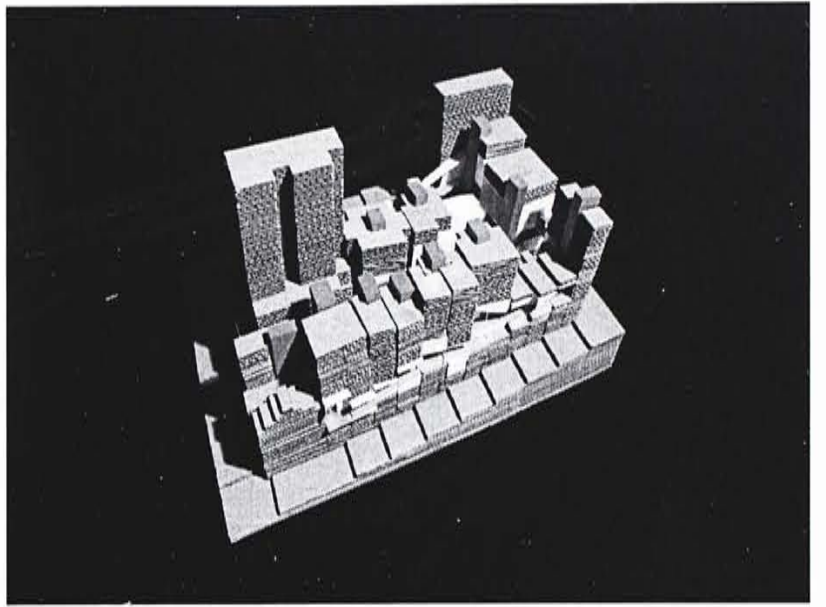
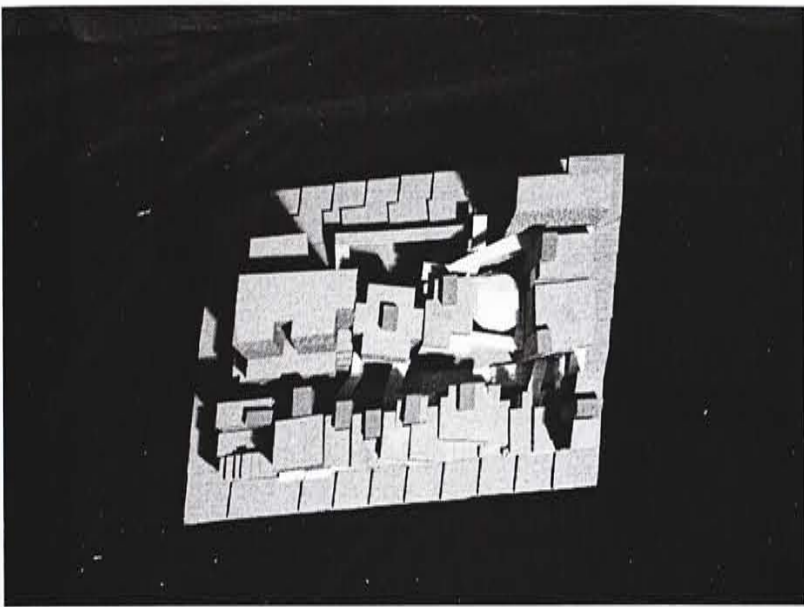
Journey of time





# First \_ s c h e m e

MODEL

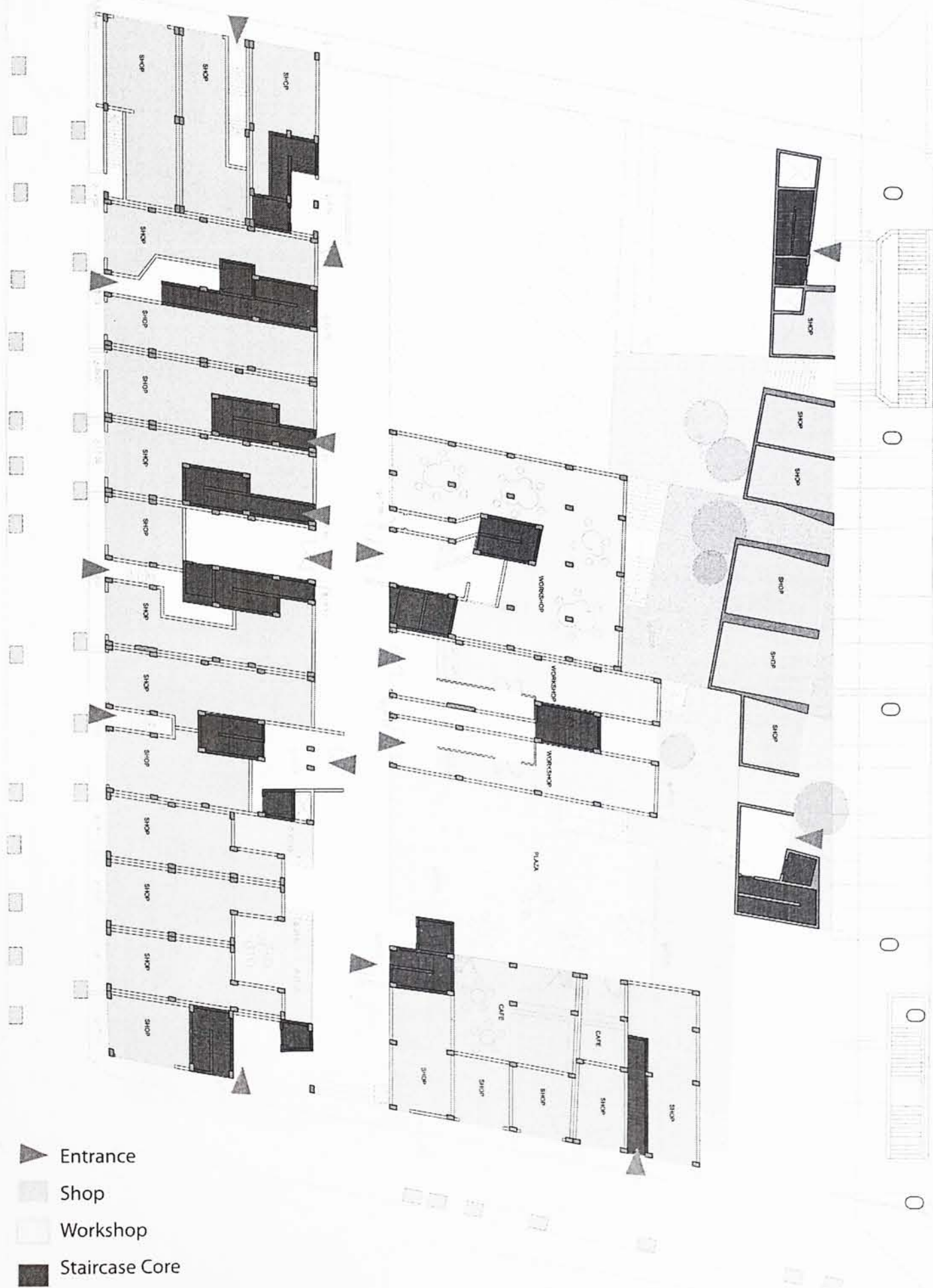




# Final \_ s c h e m e

## Ground Floor Plan

there is no start and end inside a loop. there should not have a definite entrance for the gallery



# Final \_ s c h e m e

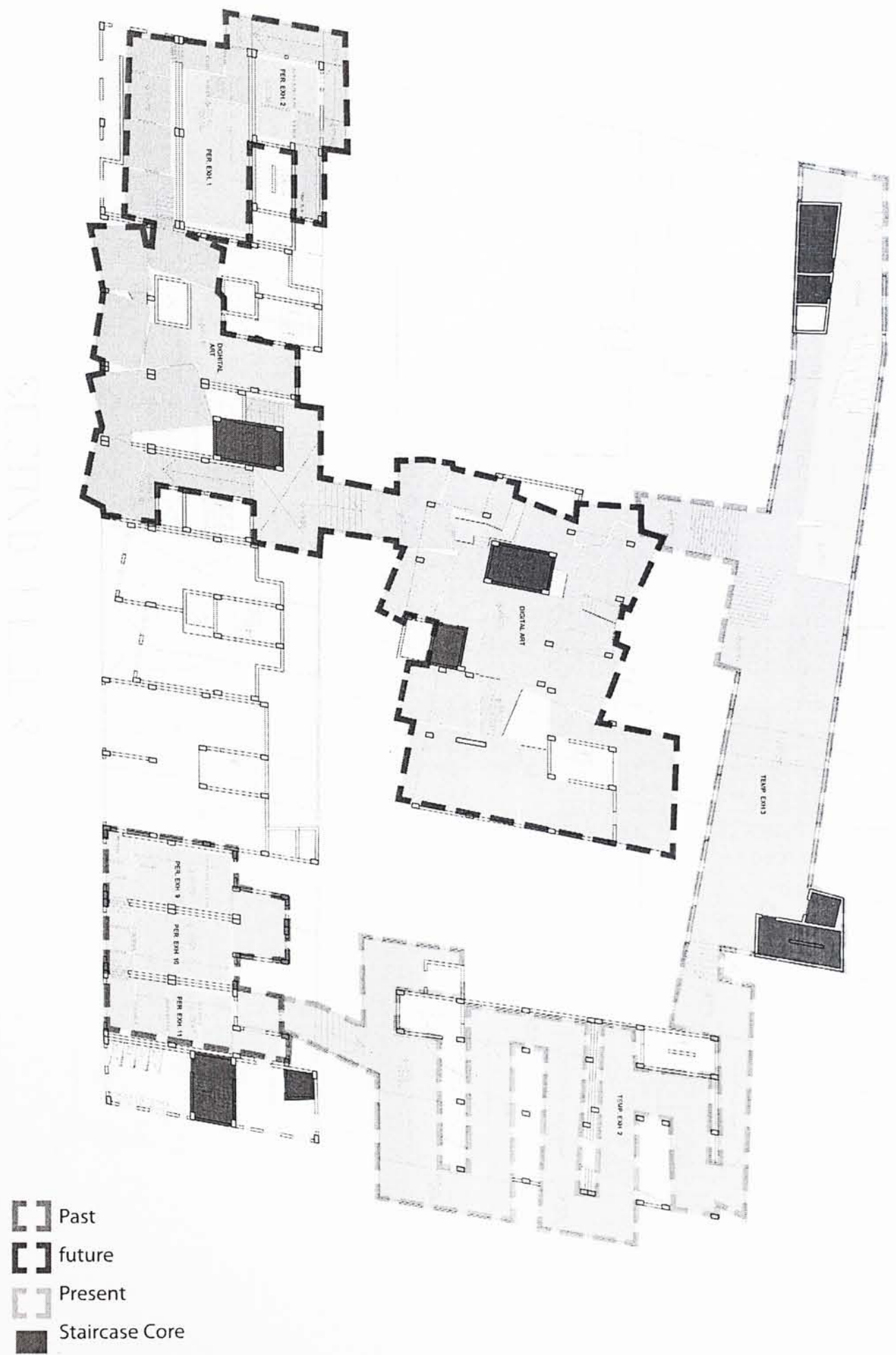
First Floor Plan





# Final \_ s c h e m e

Second Floor Plan



# Final\_scheme

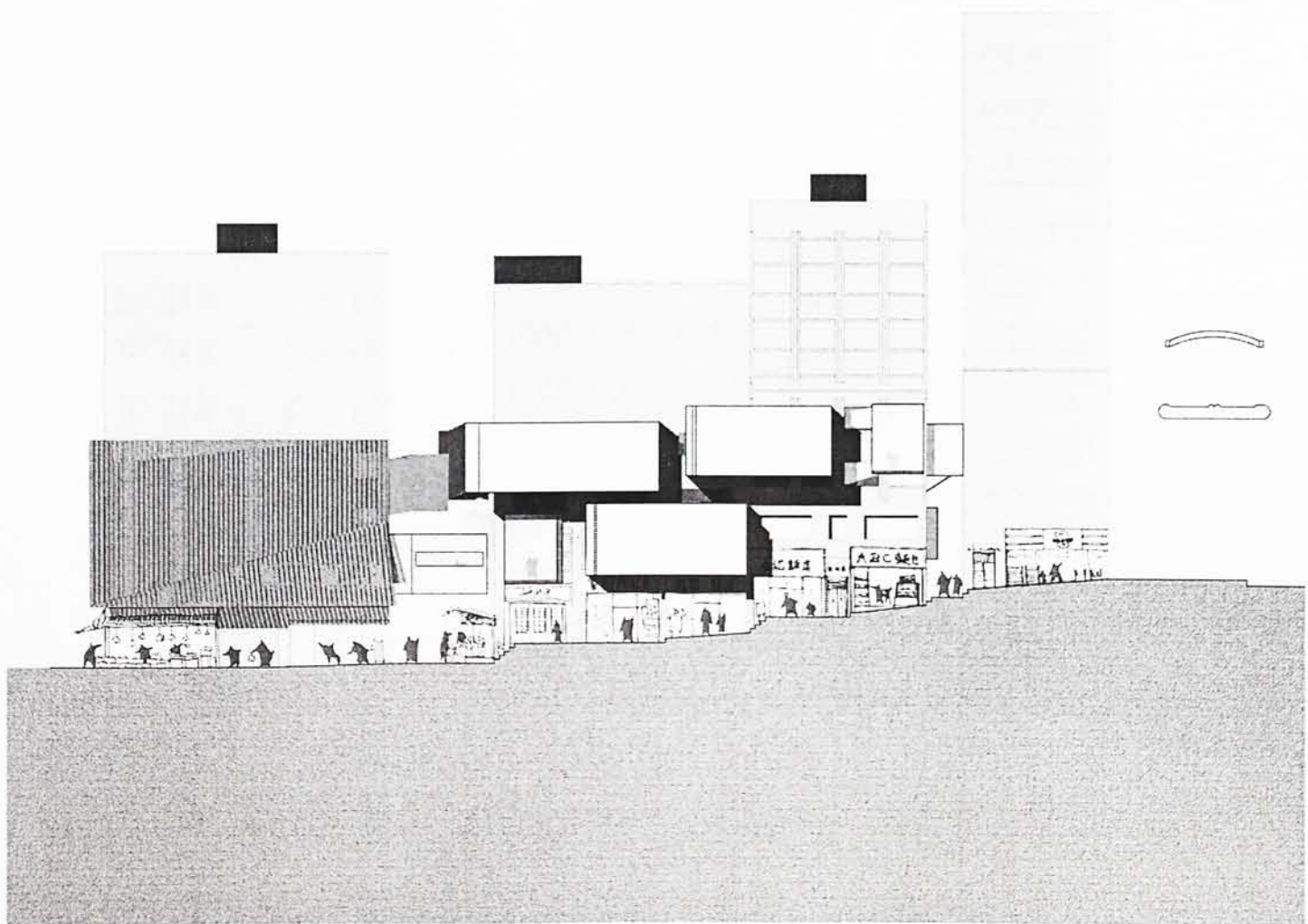
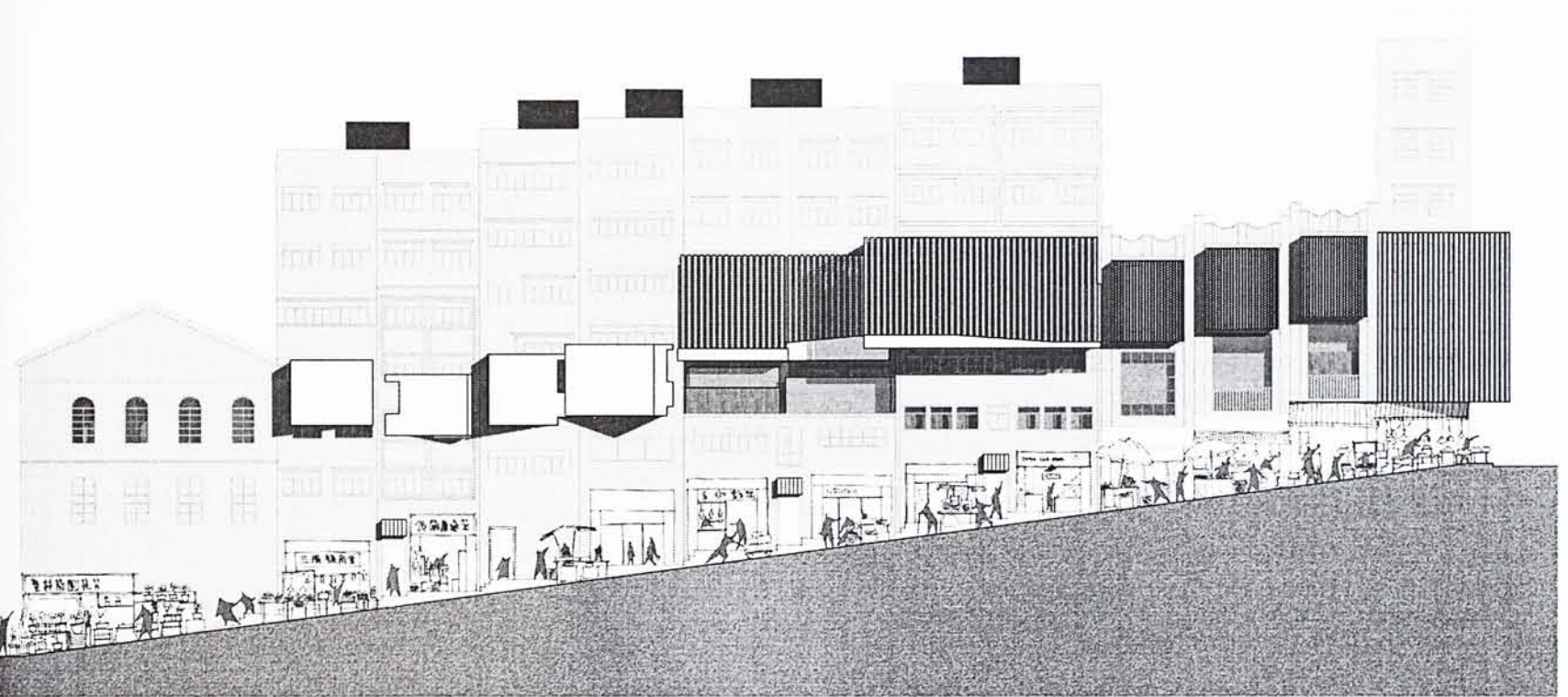
Third Floor Plan





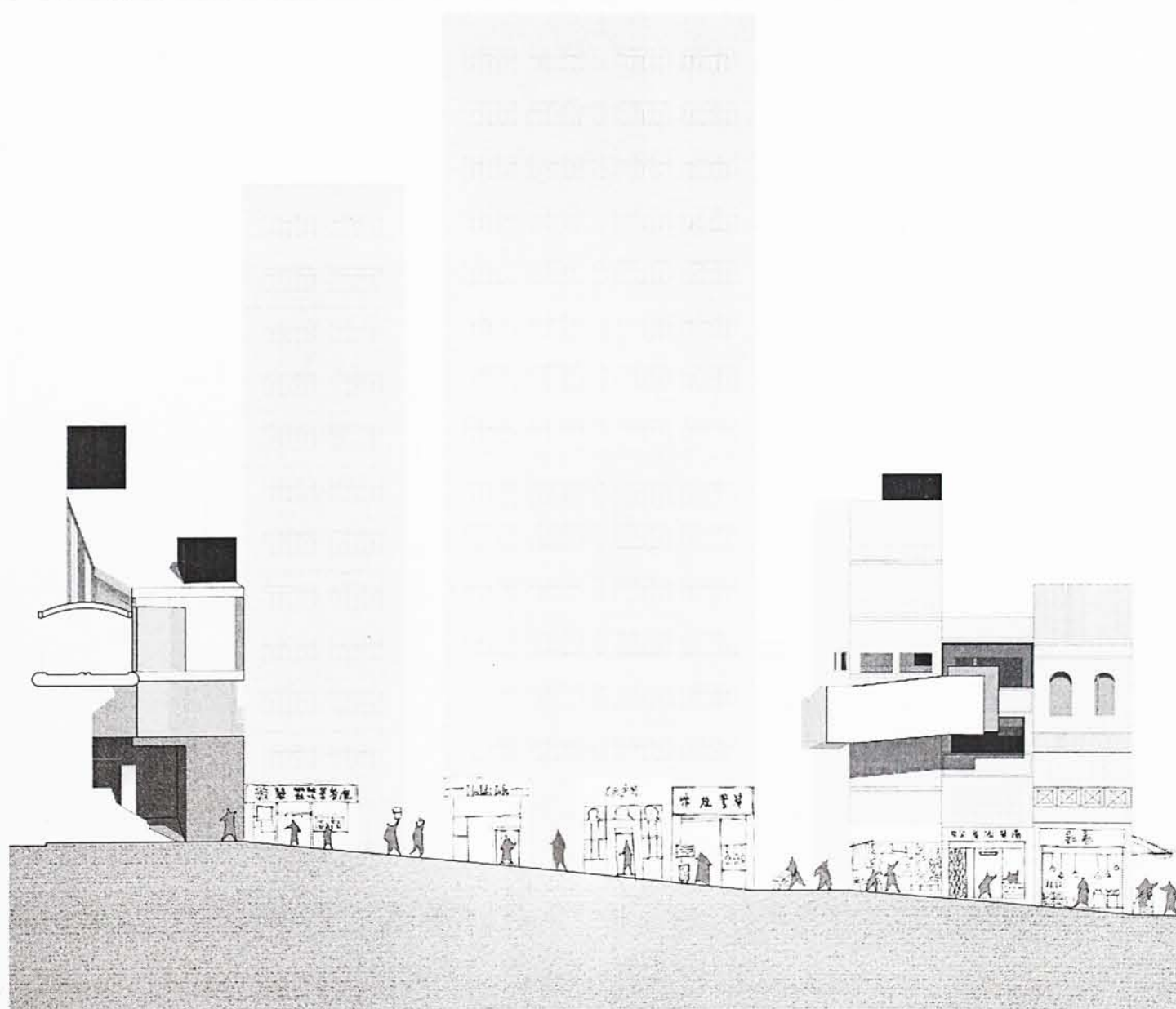
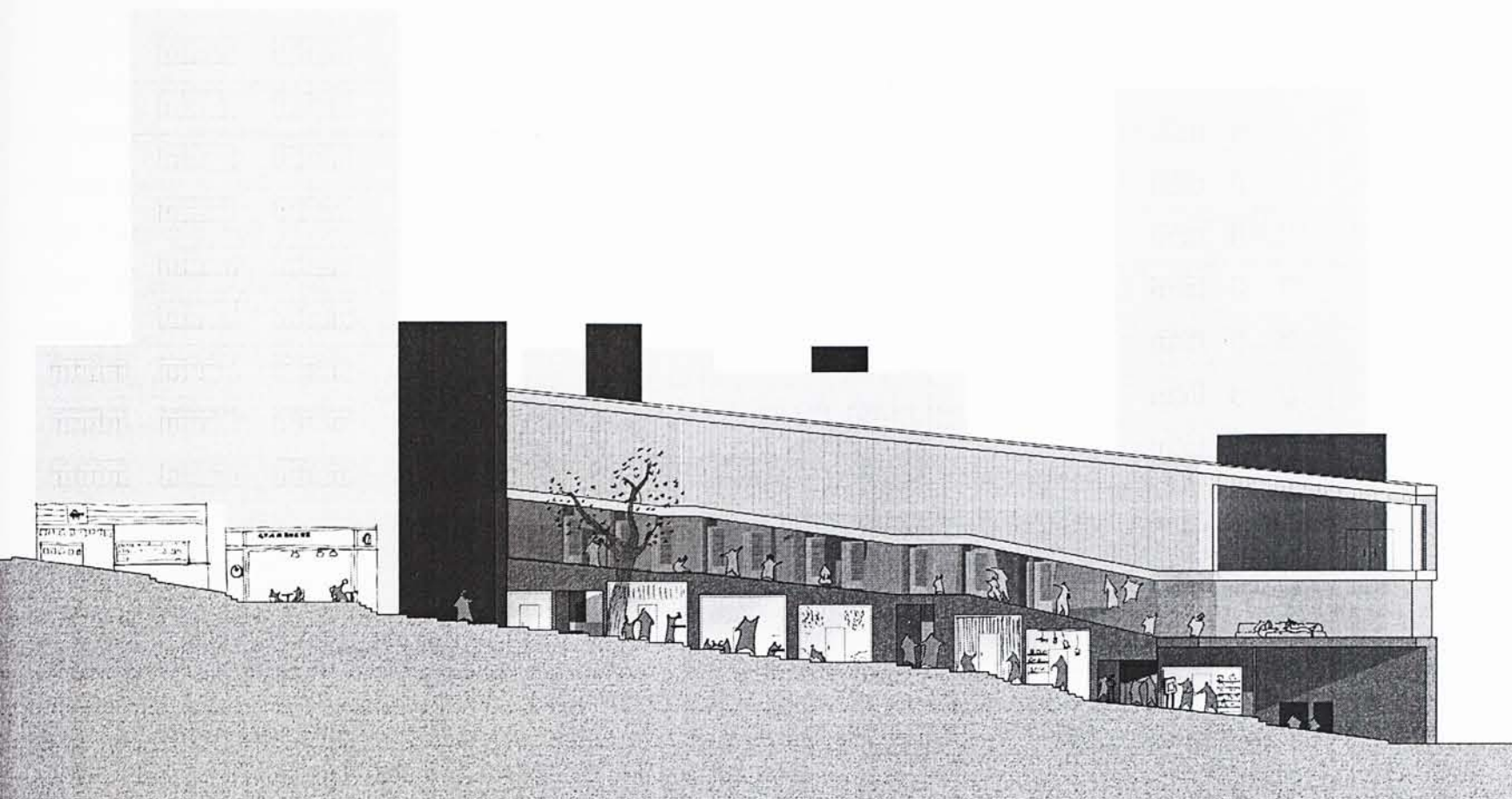
# Final \_ s c h e m e

elevation



# Final\_scheme

elevation

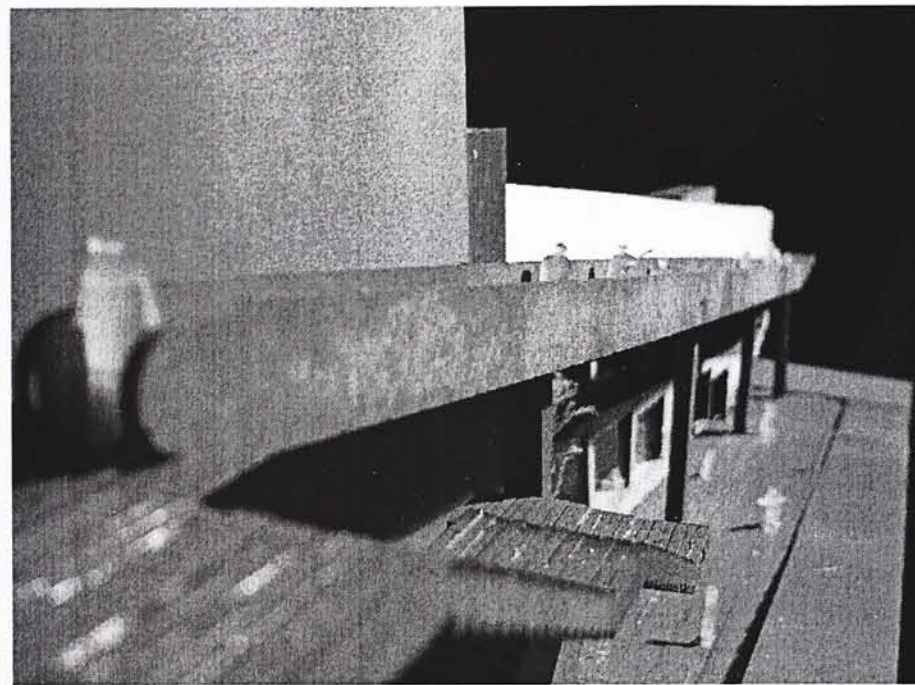
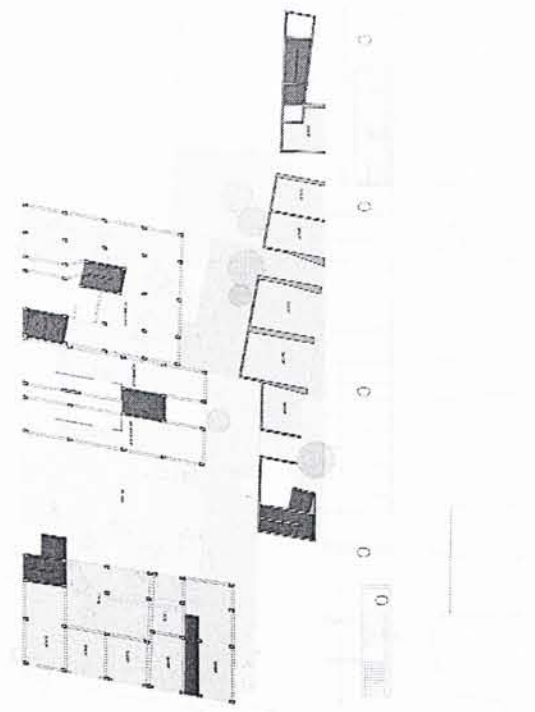




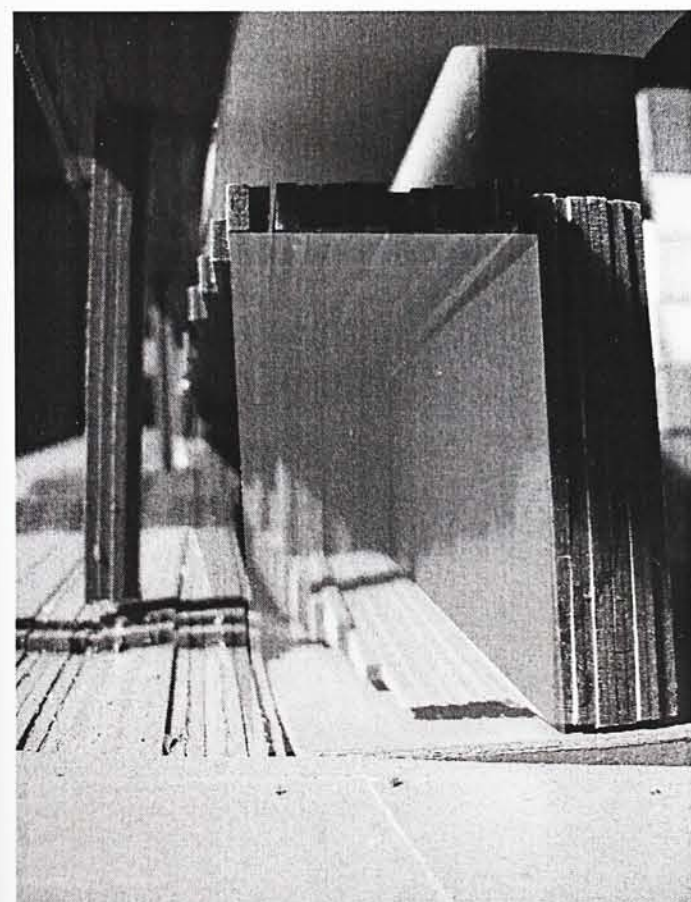
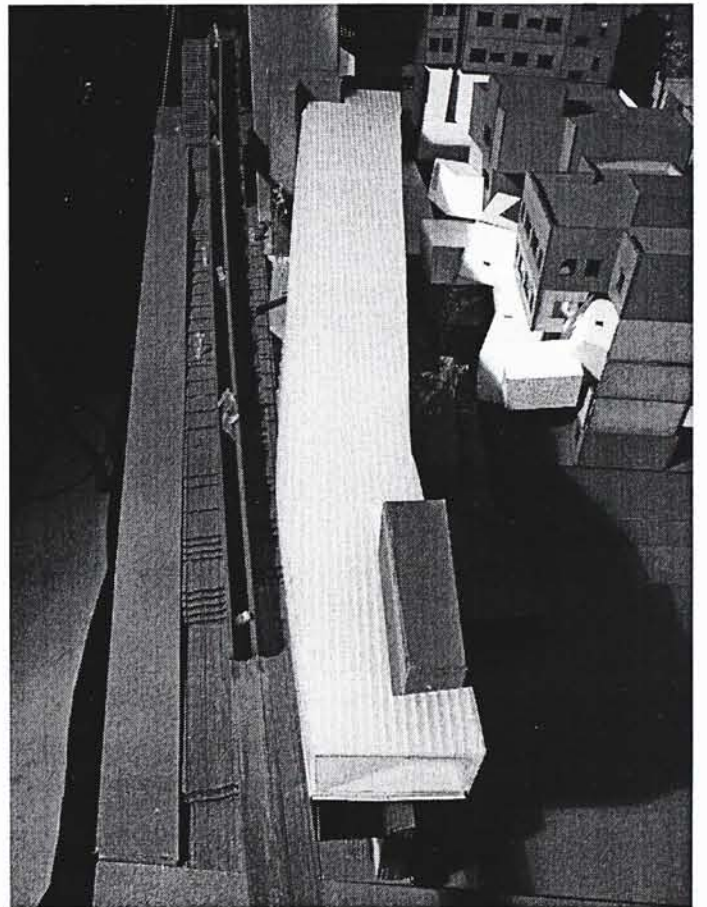
# Final \_ scheme

## new building/ glass box

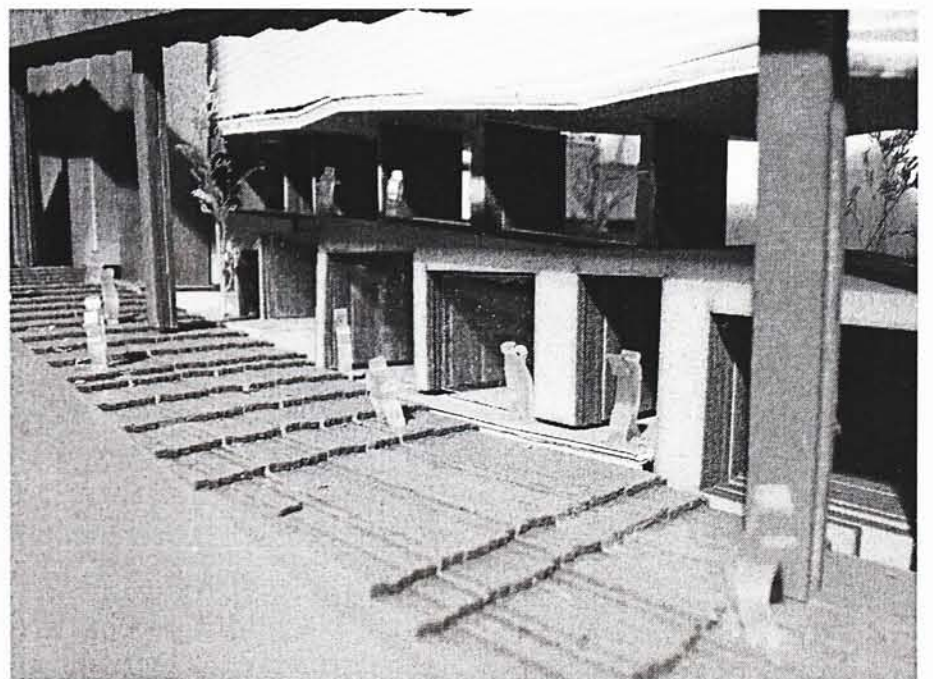
A large portion of unbuilt land is found next to the escalator. A new element is decided to erect in order to improve the site condition. The original plants in that vacated site are preserved so that a slim and linear sharp of building is formed. The ground level of the building is planned for shop which helped to complete the shopping journey in Cochrane Street. A contrasting form (regular <> irregular) and material (concrete/rough <> glass/smooth) are used in order to emphasis its fresh position.



The second level of the glass box is connected to the escalator



entrance at ground floor

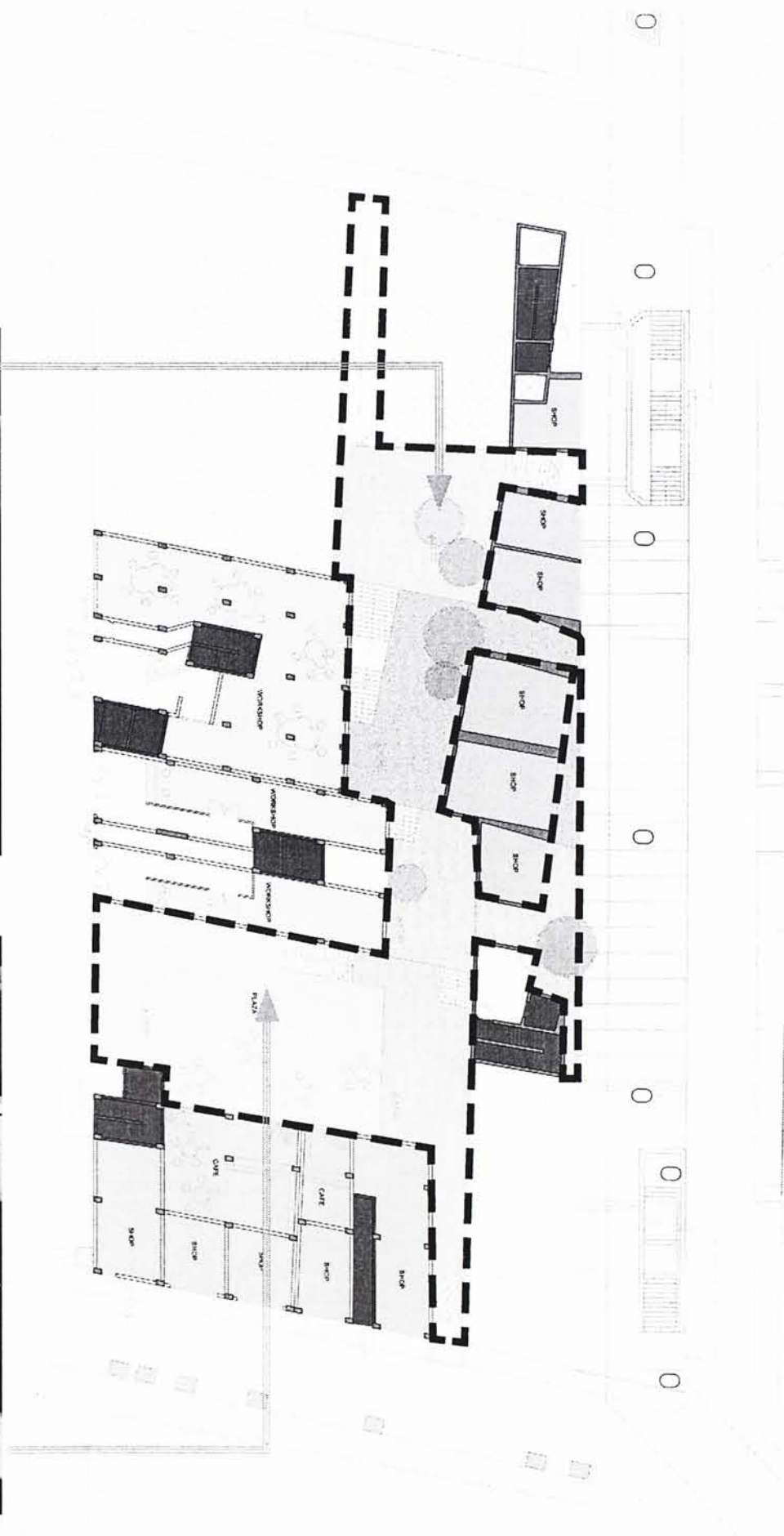
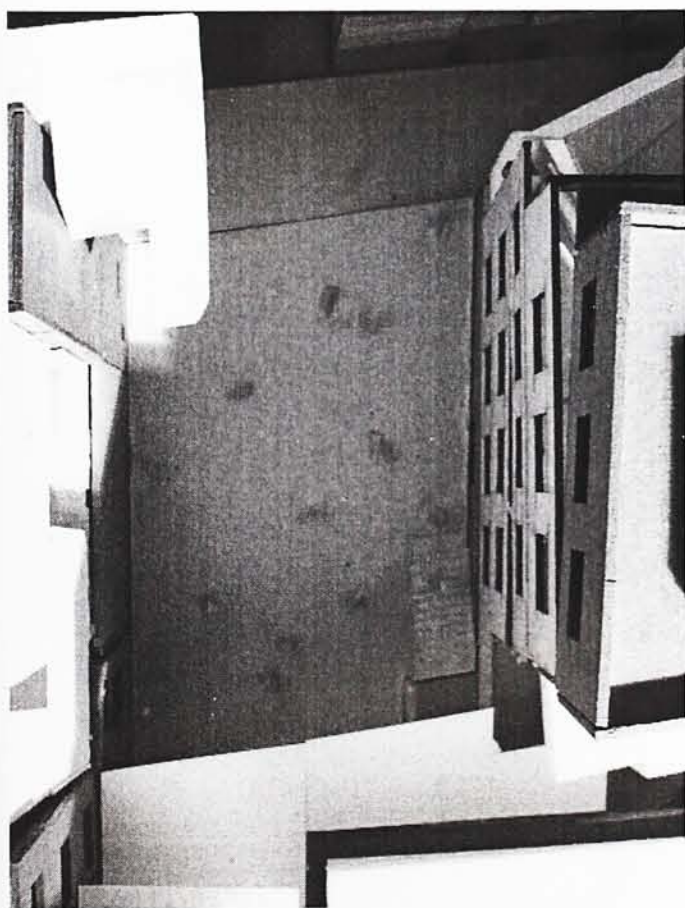


shops are setback from the site boundary, which enlarge the open space in front of it



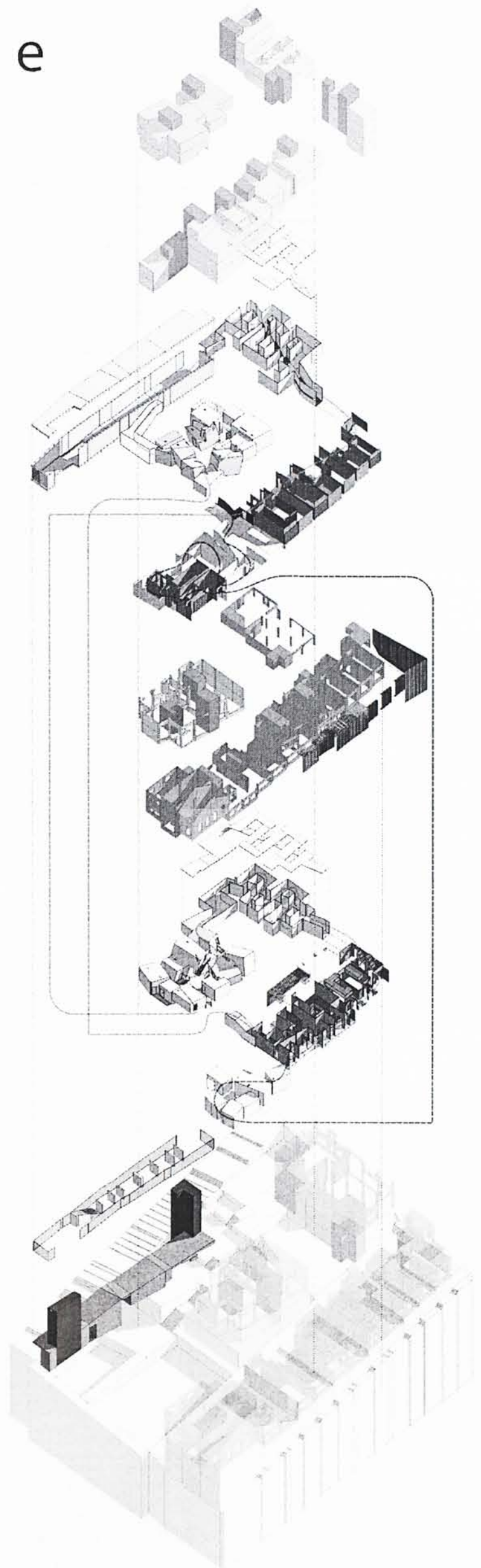
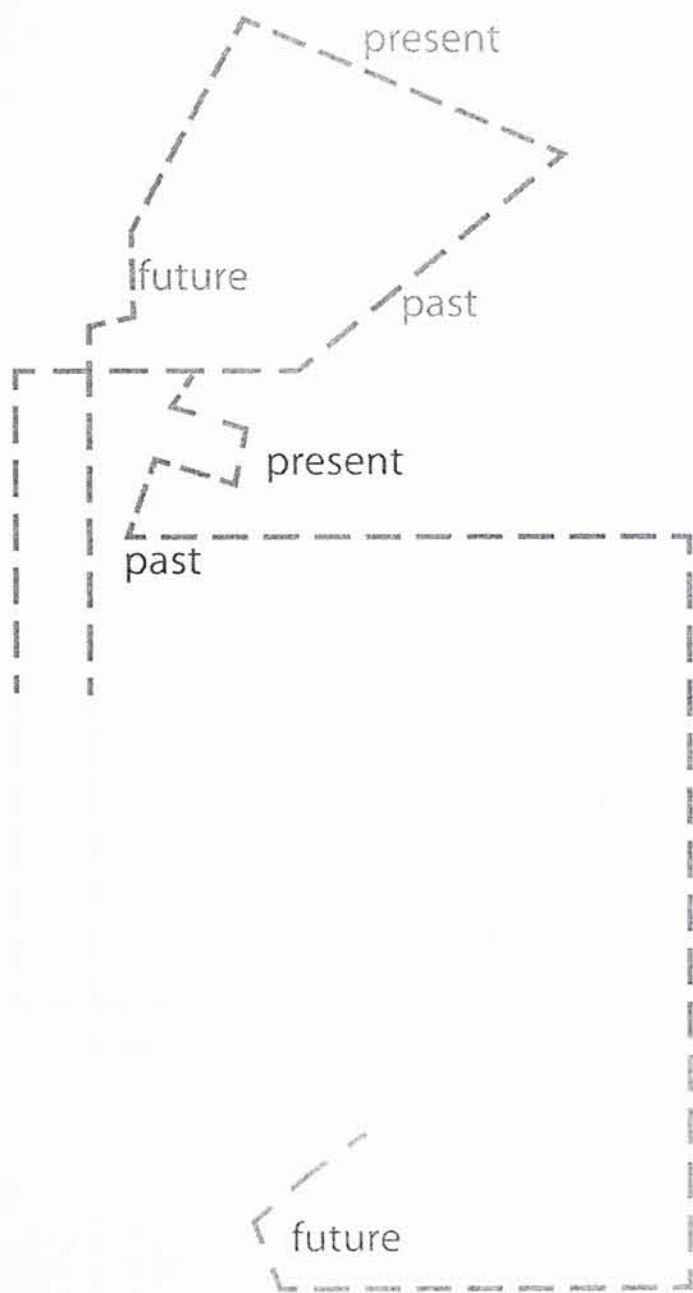
# Final \_ scheme

open space



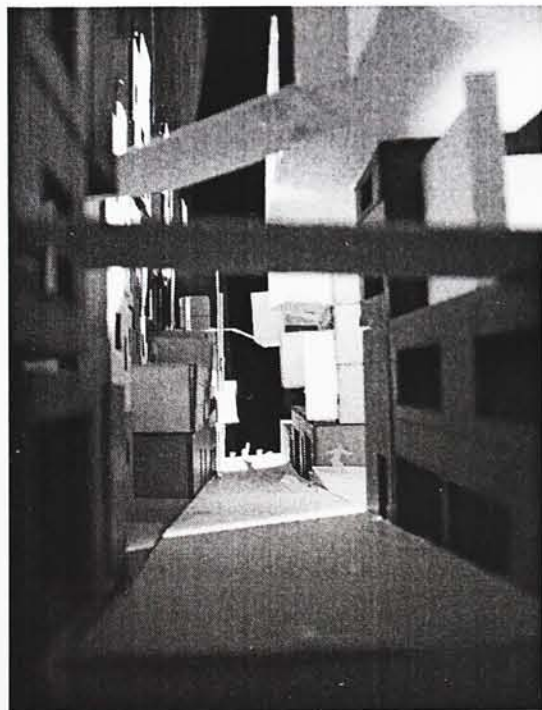
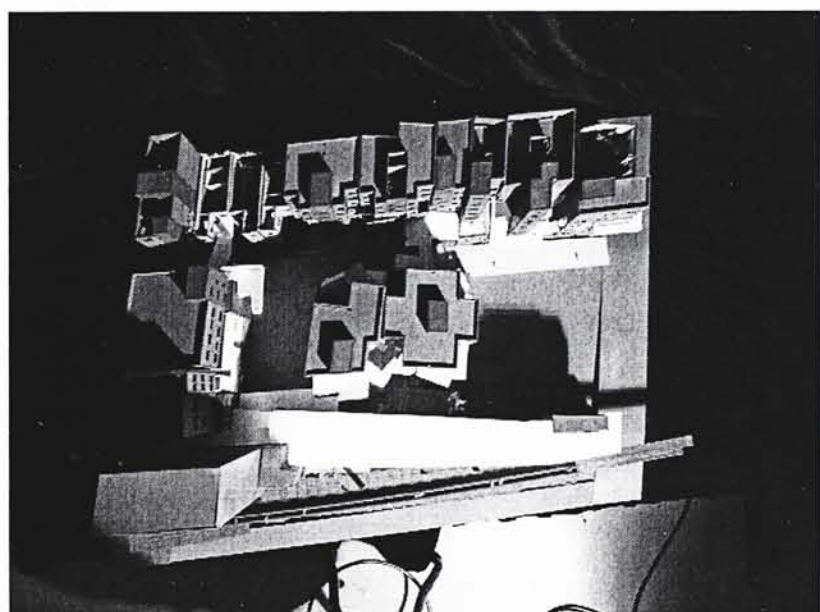
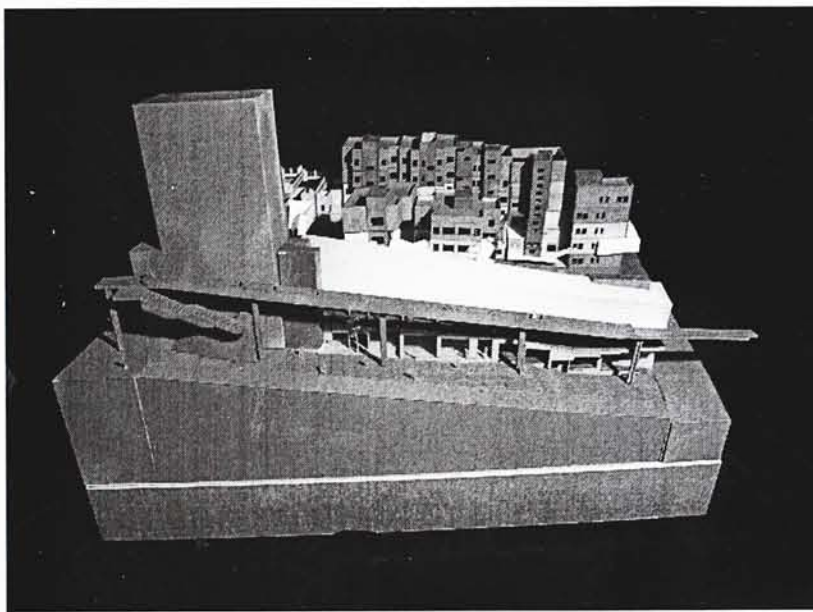
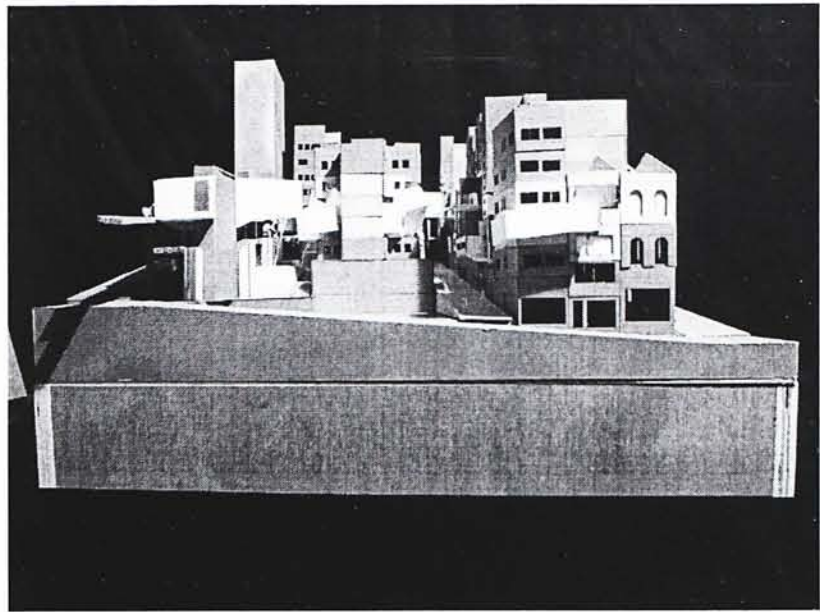
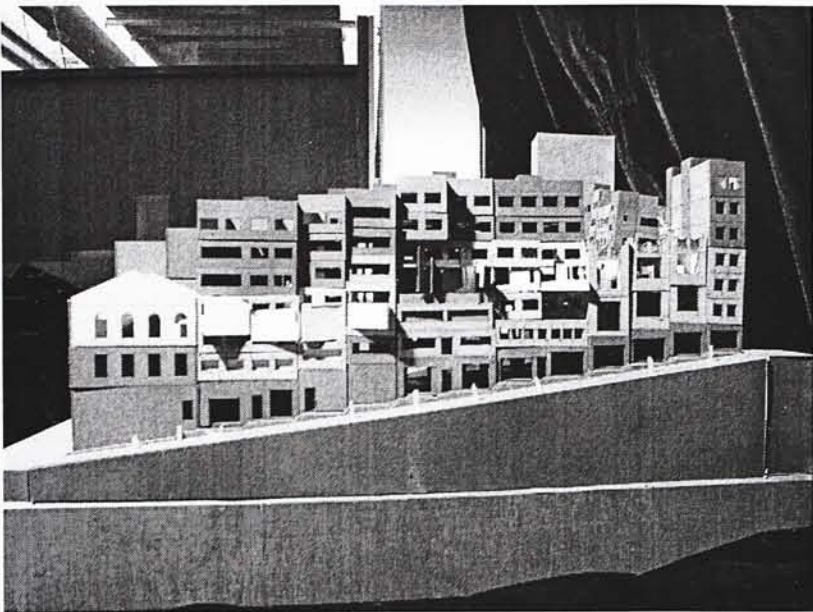


# Final\_scheme





# Final \_ s c h e m e

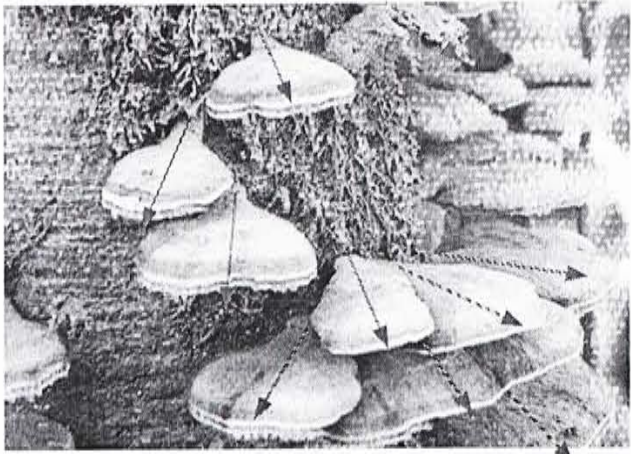




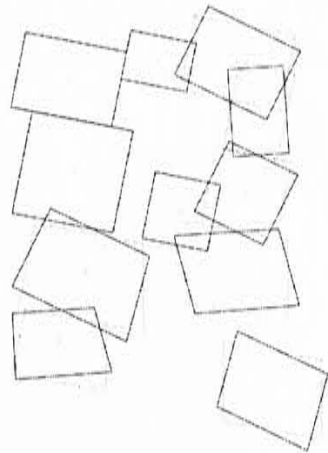
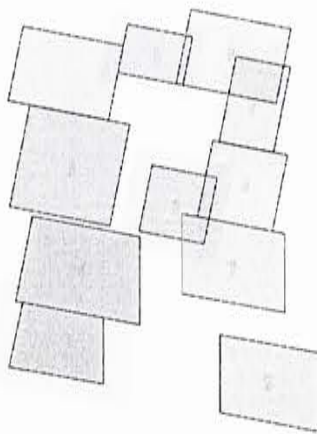
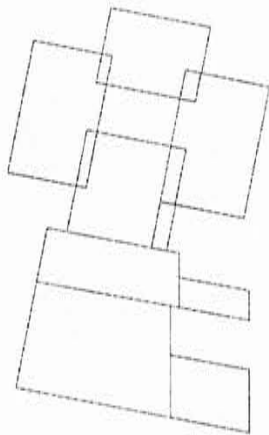
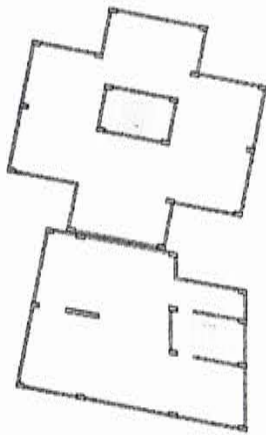
# Final \_ s c h e m e

## COLLAGE IN FUTURE

REGULAR(OLD) --- IRREGULAR(NEW) ---> UNEXPECTED JOURNEY  
FUTURE ---> GROWTH (NEW) AND DECAY (OLD)



## PLAN DEVELOPMENT

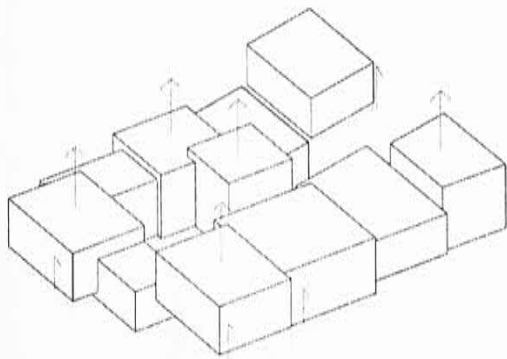


RE-INTERPRETATION OF  
ORIGINAL PROFILE BY SIM-  
PLE GEOMETRY

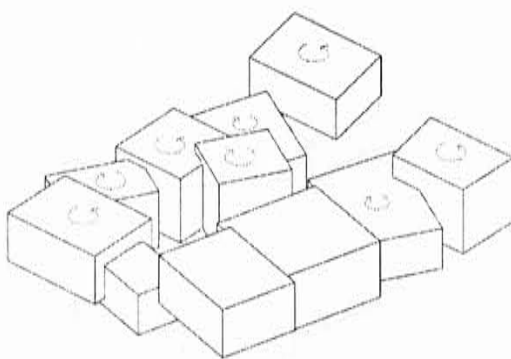
GROWTH --- DEPLICATING  
AND RESIZING THE ORIGI-  
NAL SHAPE

GROWTH IN DIFFERENT DIREC-  
TION

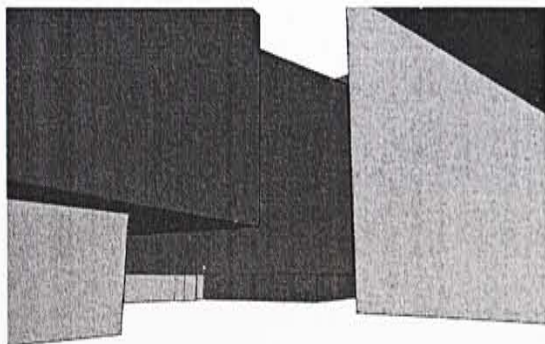
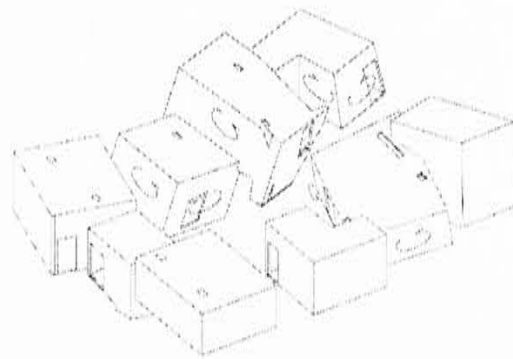
## FLOATING BOXES WITH VARIOUS HEIGHT



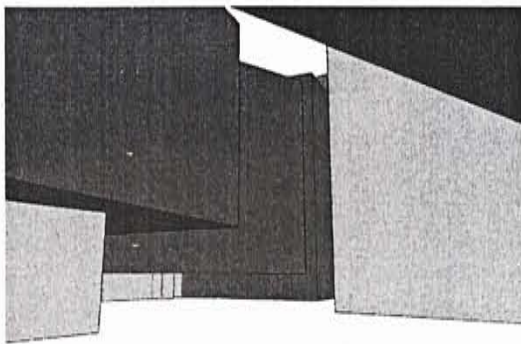
## ROTATE THE BOXES IN ONE AXIS



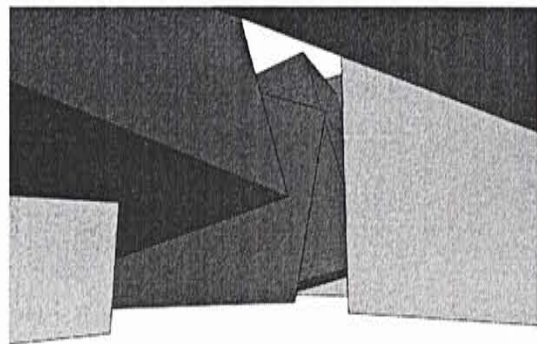
## ROTATE THE BOXES IN THREE AXIS



DIFFERENT PORTION OF OLD STRUC-  
TURE IS EXPOSED



THE FACES OF EACH BOXES ARE NOT  
PARALLEL

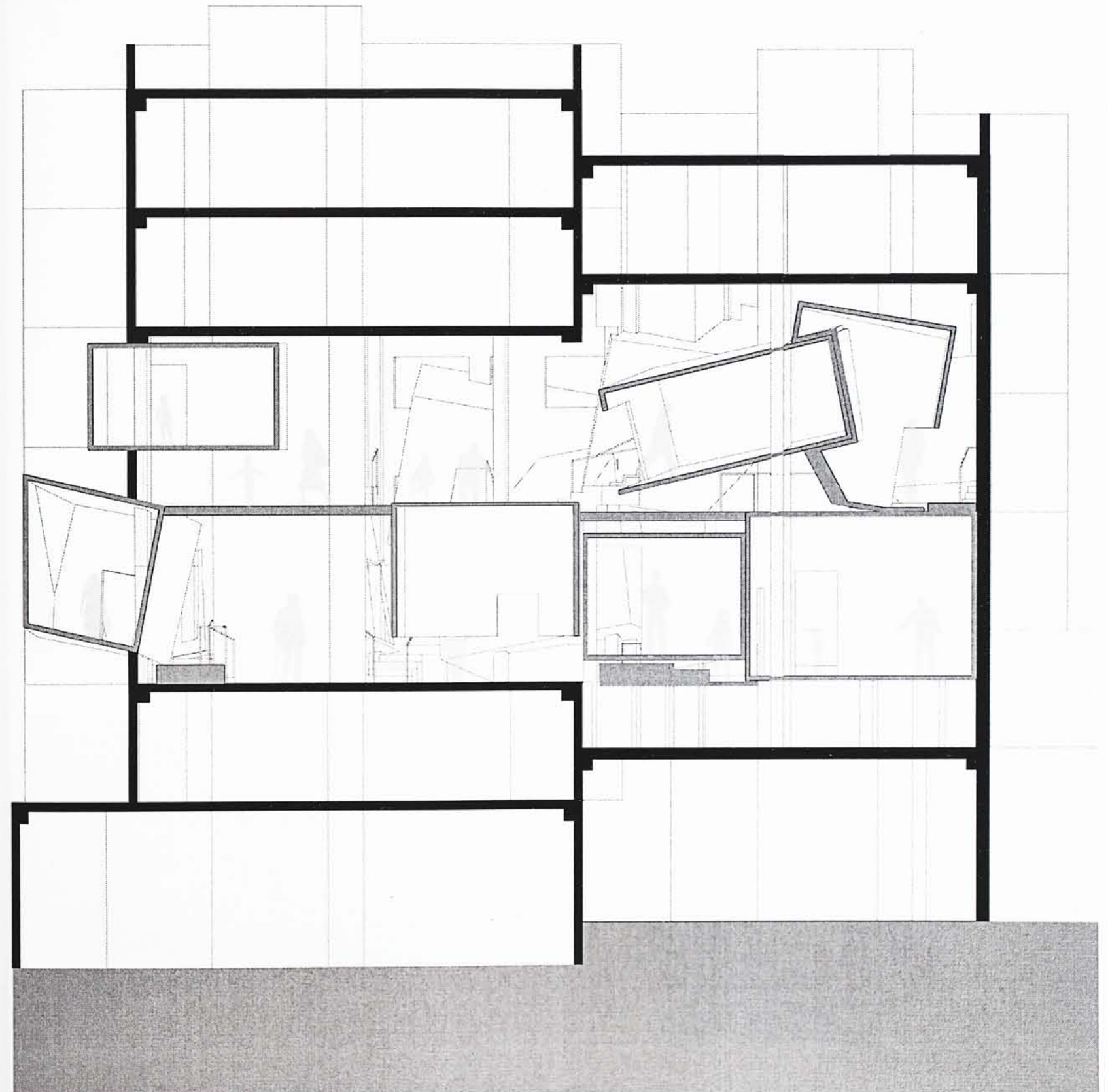


AN UNEXPECTED JOURNEY IS CREATED  
BY VARIOUS DEGREE OF INCLINATION OF  
BOXES

# Final \_ s c h e m e

## Future's Section

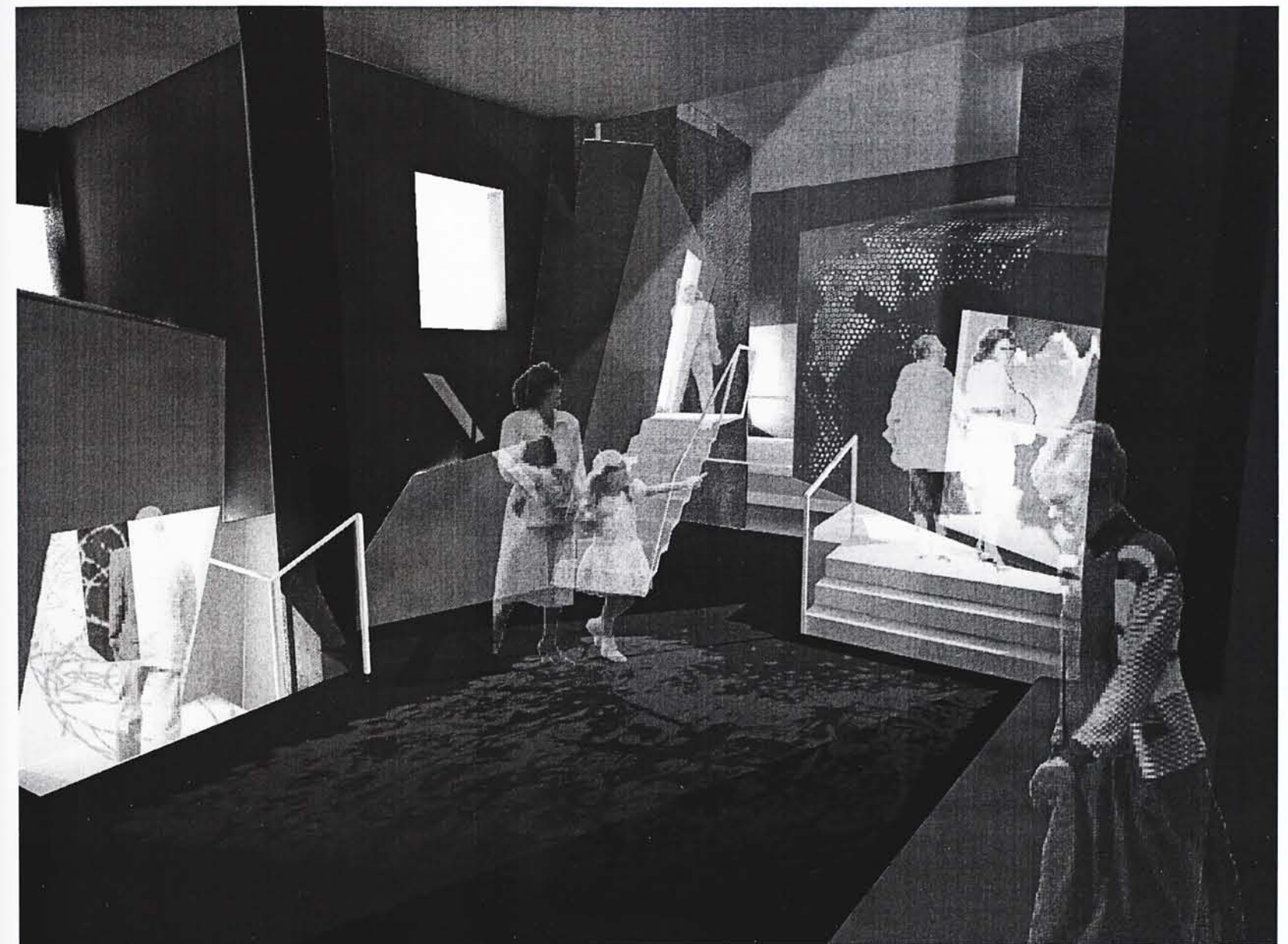
A digital art gallery is the main theme for the future portion



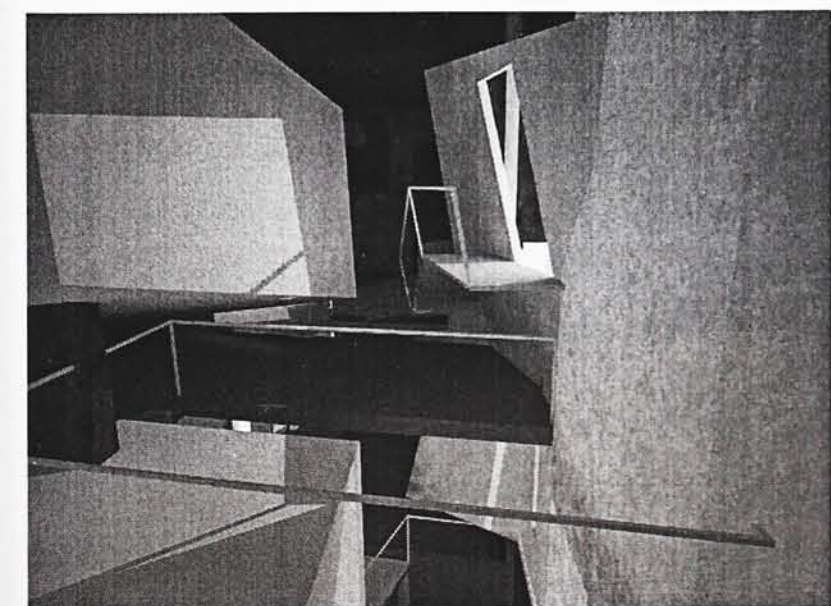


# Final \_ s c h e m e

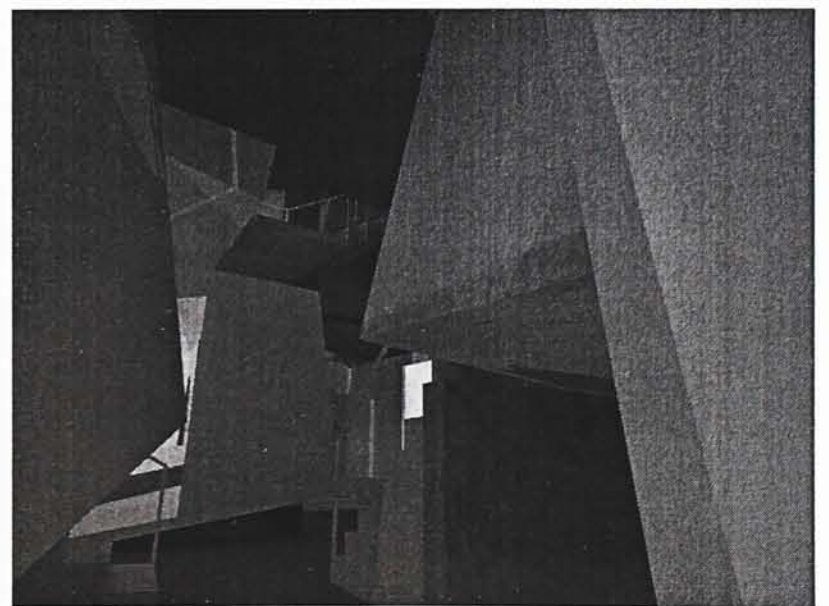
## COLLAGE IN FUTURE



The main hall with projection images (digital art) all around the interior space



The open in upper level allow connection between two floors

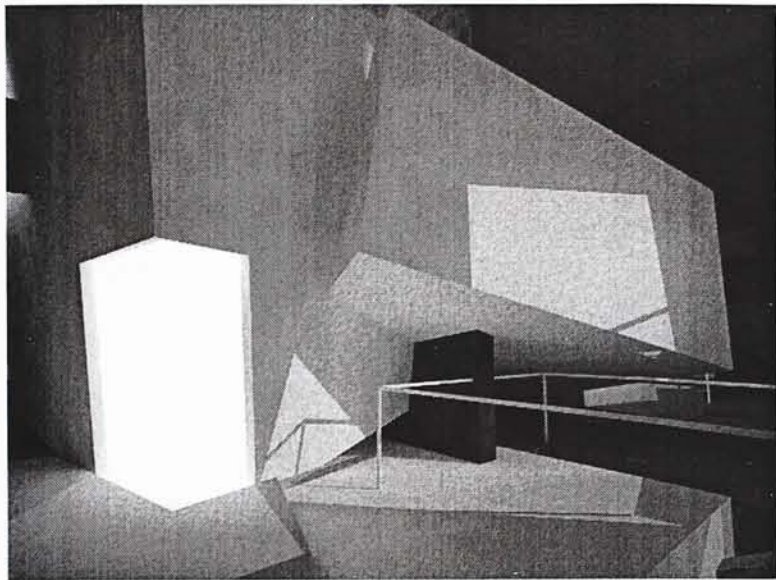


each white box is used as an exhibition space

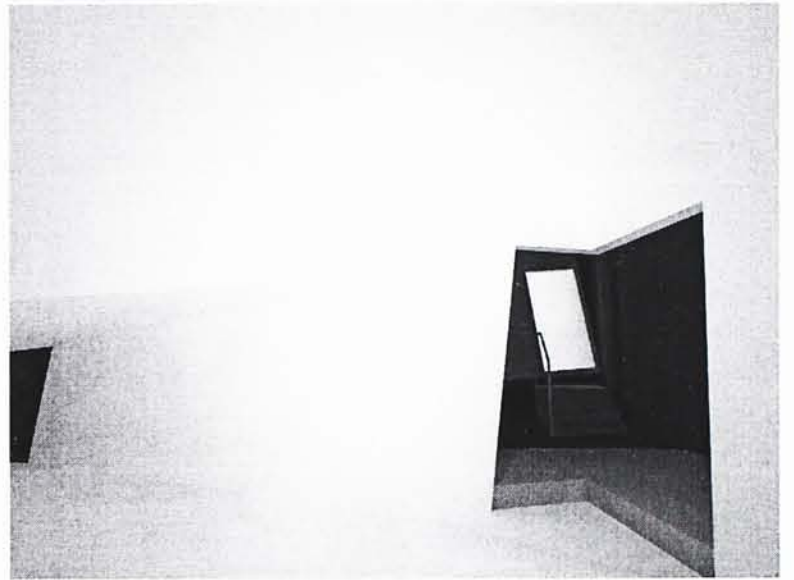


# Final \_ s c h e m e

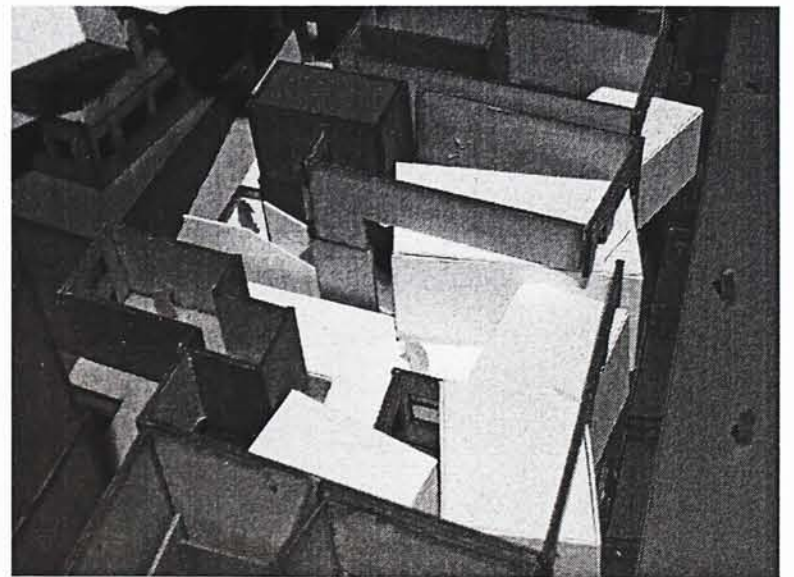
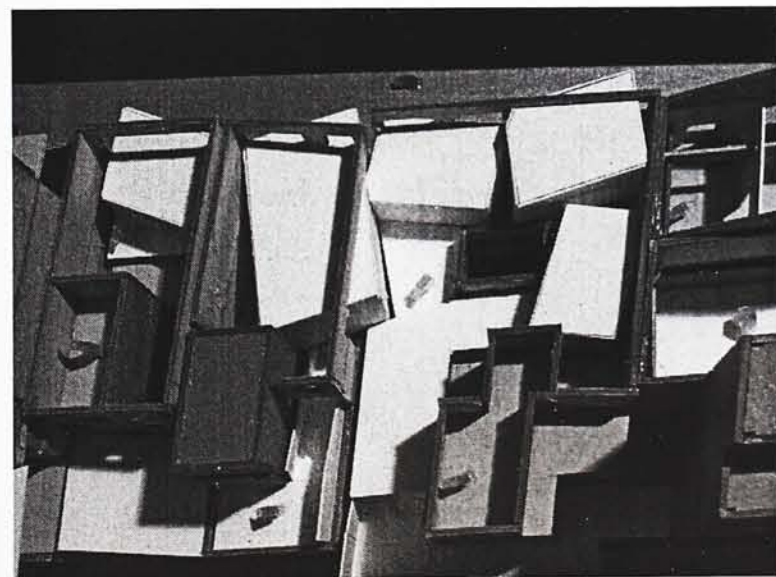
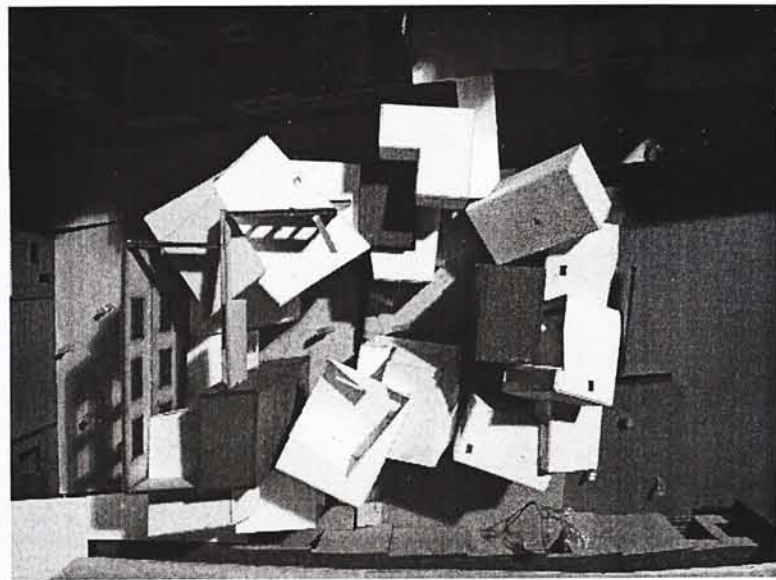
## COLLAGE IN FUTURE



attactive lighting effect lead the visitor to complete the journey



interior of the exhibition box





# Final\_scheme

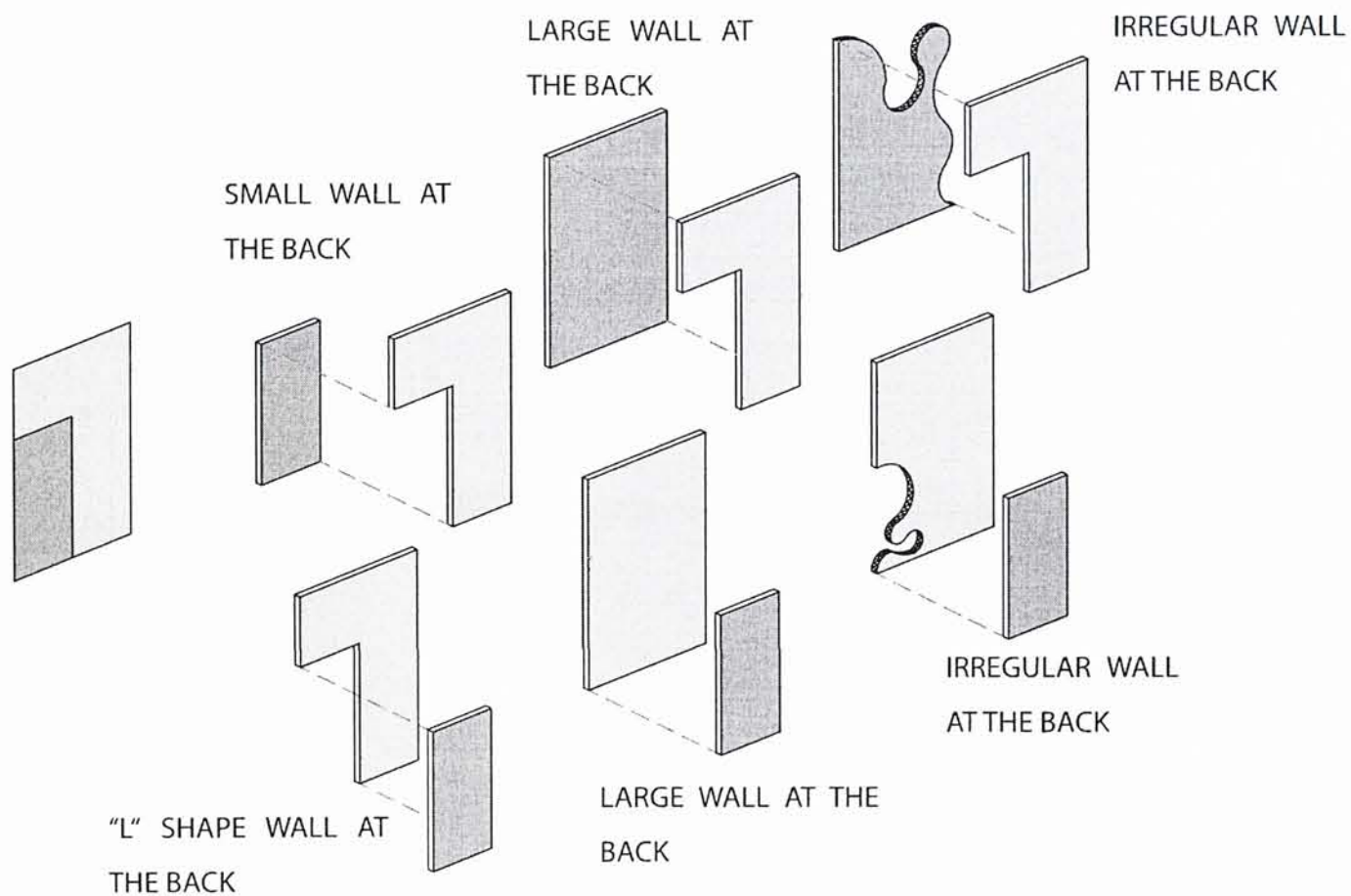
## COLLAGE IN PAST

OLD MATERIAL (EXISTING) --- VARIOUS MATERIALS

---> EMPHASIS THE MEMORY OF THE EXISTING WALLS

INCREASE THE LAYERING BY INSERTING A SERIES OF PARALLEL WALLS

## POSSIBLE COMBINATIONS OF TWO CONSECUTIVE WALLS

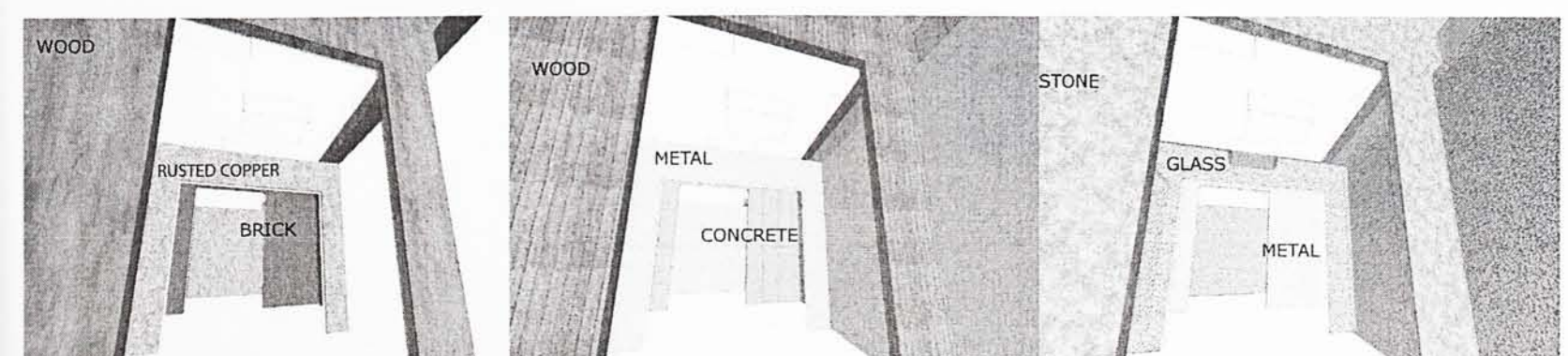


LAYERS OF MATERIALS ARE FOUND ON THE WALL OF THE SITE

Natural material – stone, brick and wood – expresses its age and history as well as the tale of its birth and human use

---> enriching the experience of time

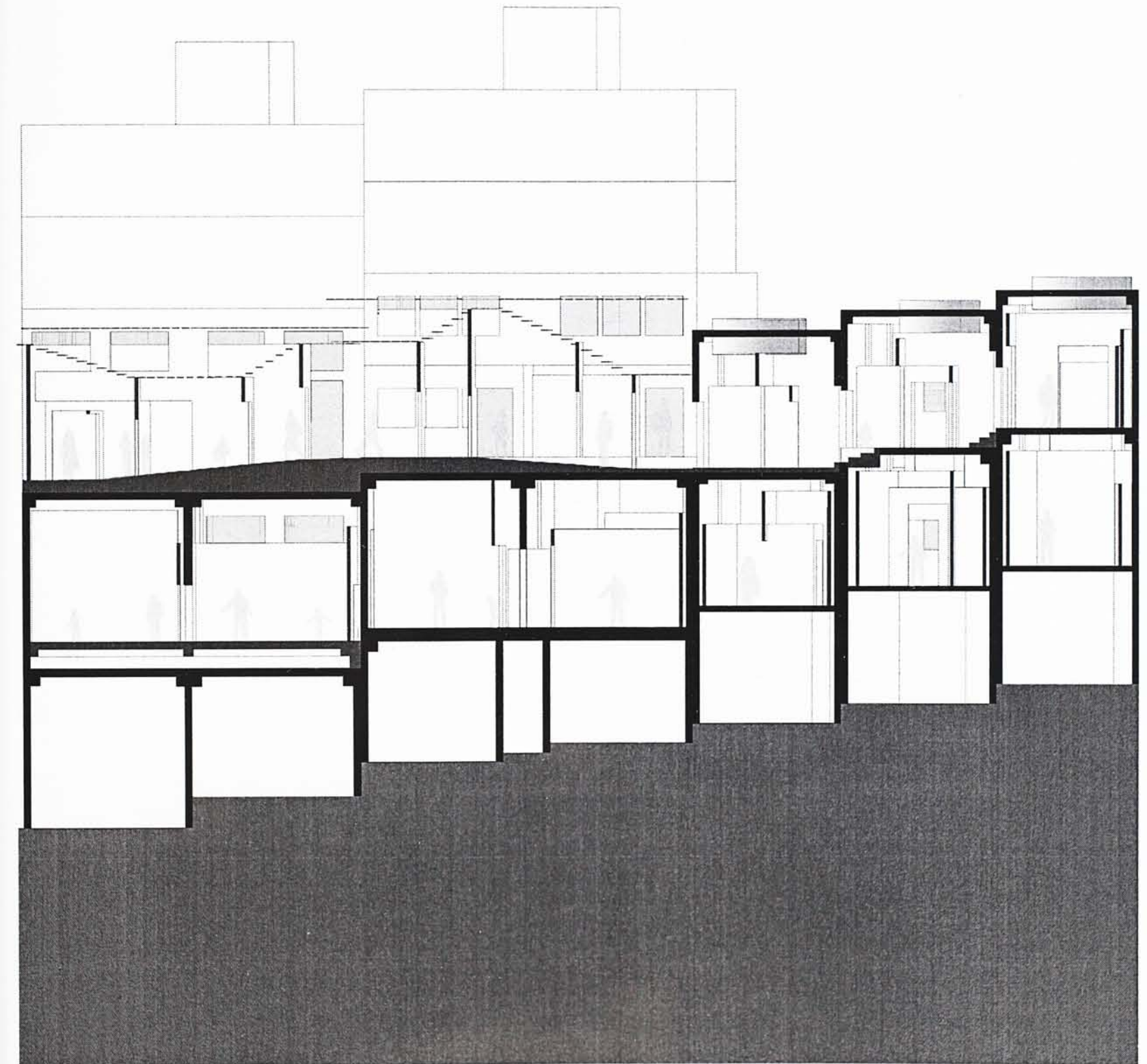
Material of today, sheets of glass, enameled metal, without conveying anything of their material essence or age



# Final \_ s c h e m e

## Past's Section

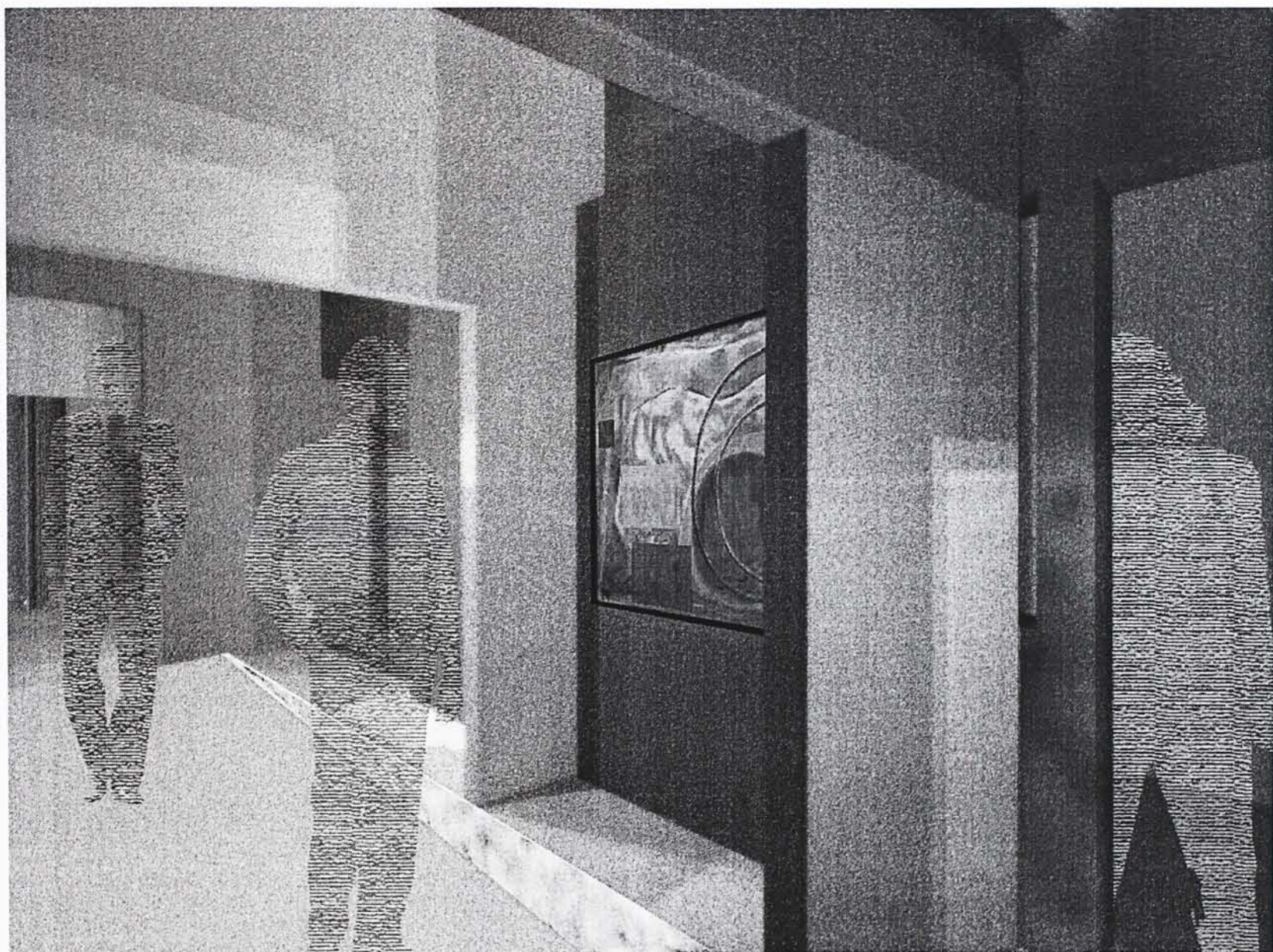
A permanent art gallery is the main theme for the past portion



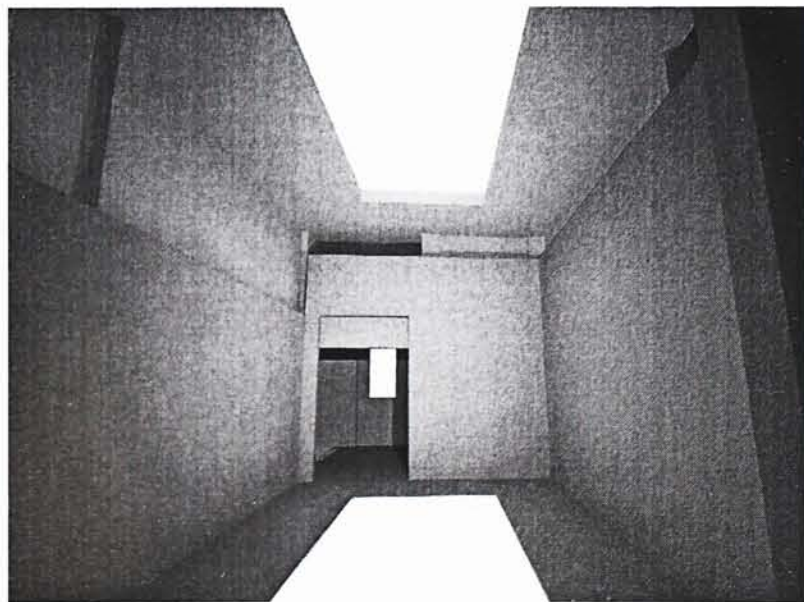
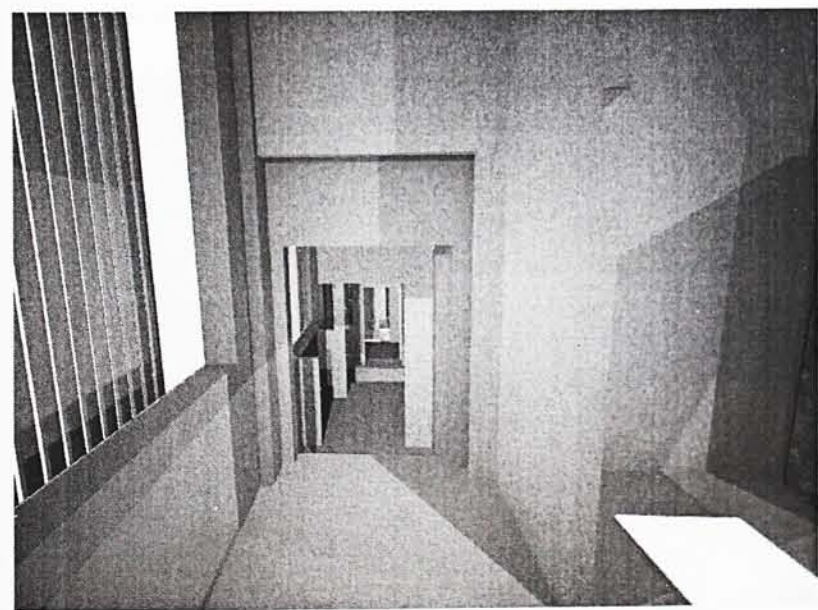


# Final \_ s c h e m e

## COLLAGE IN PAST



The path for the permanent exhibition area

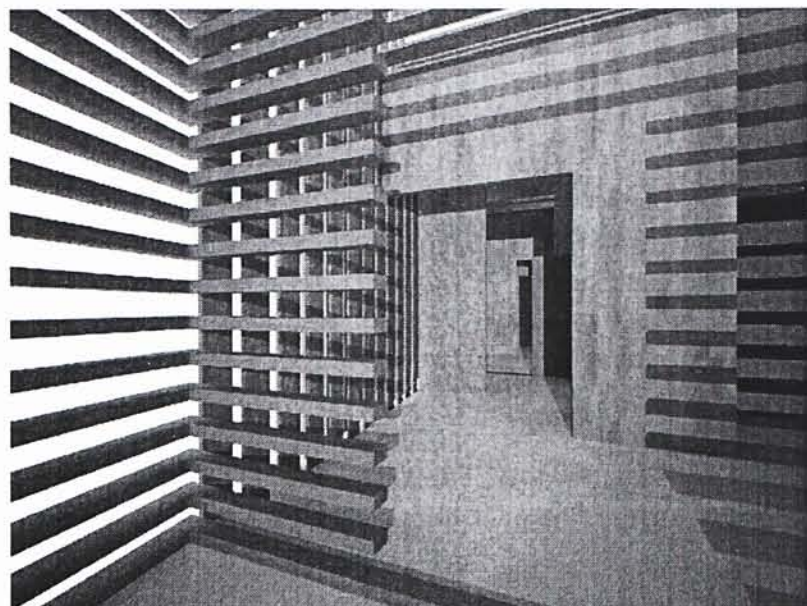
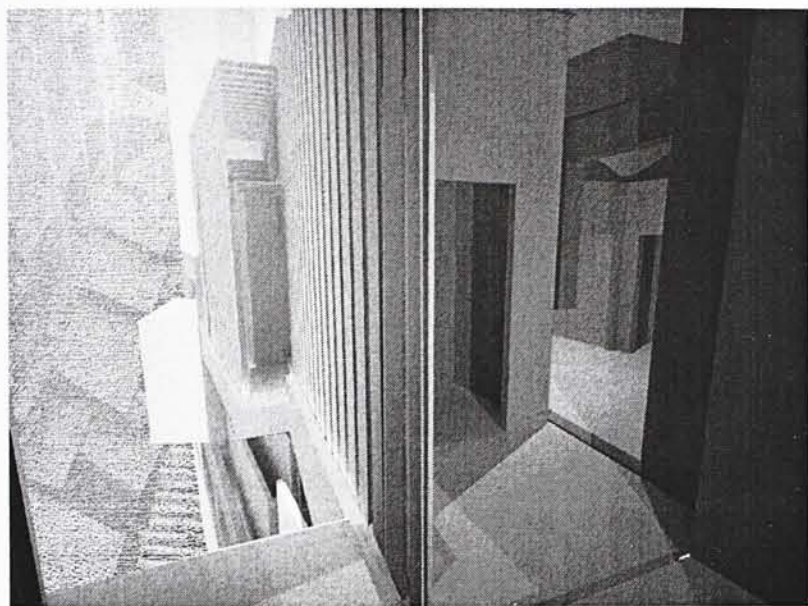


The exhibition space with sky opening

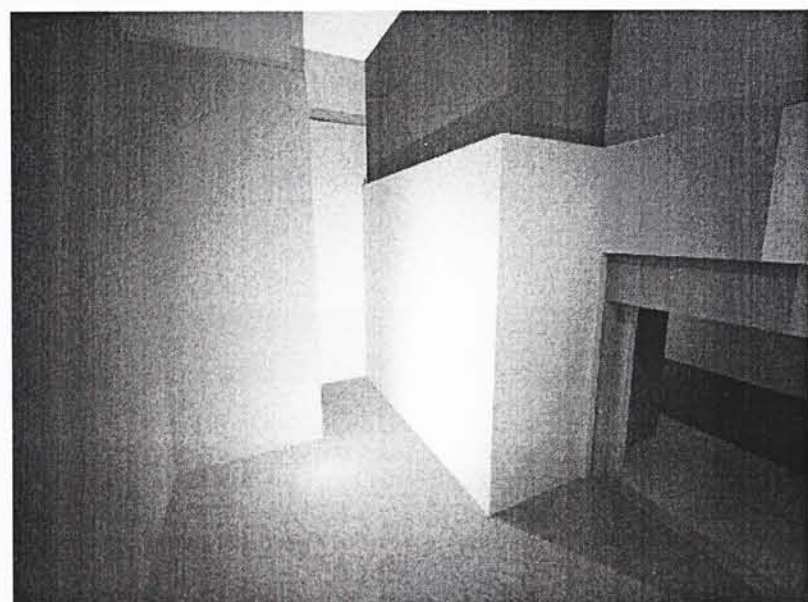


# Final \_ s c h e m e

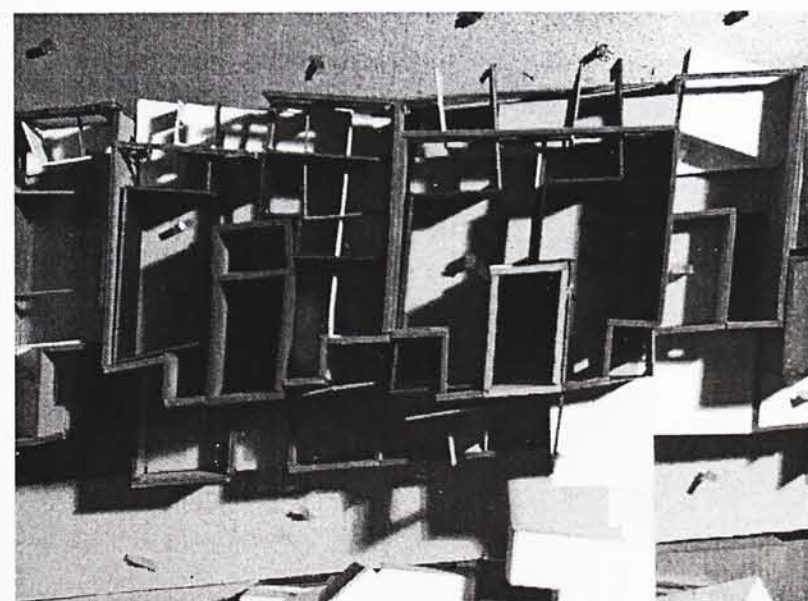
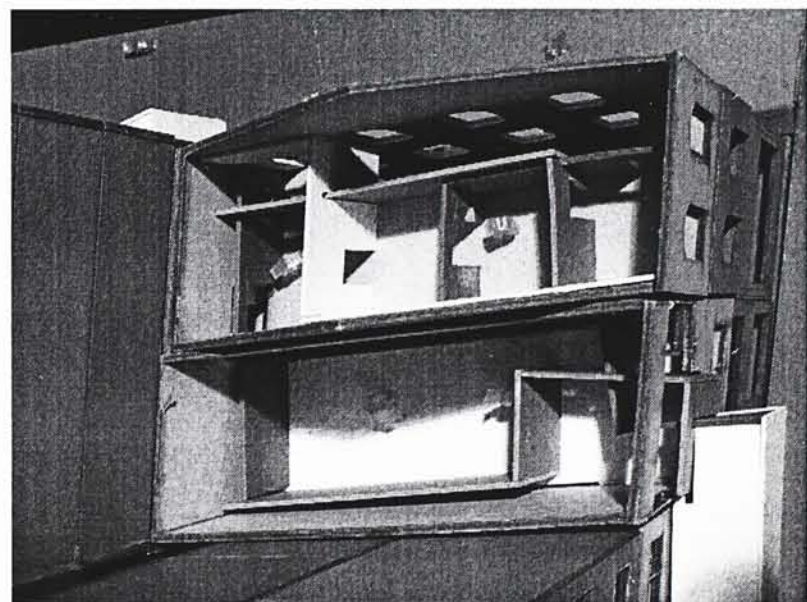
## COLLAGE IN PAST



The collage of time include the historical market street outside transition space from future zone to the past



exhibition area



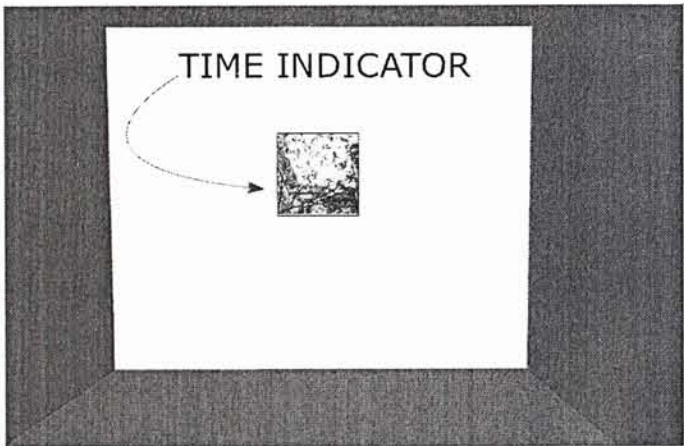
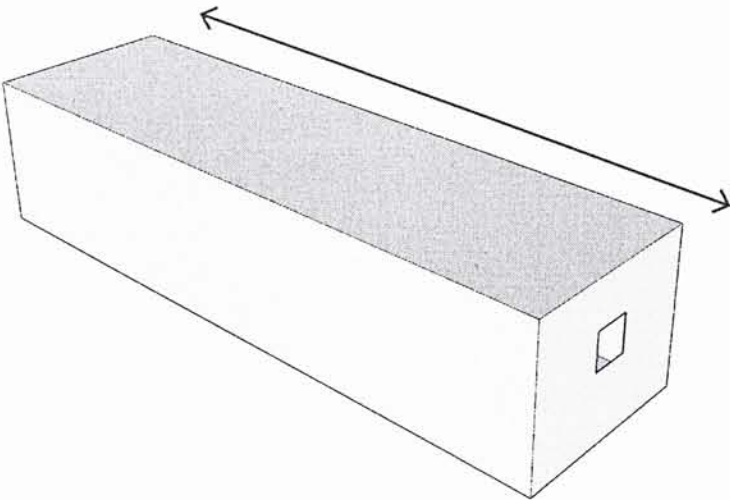
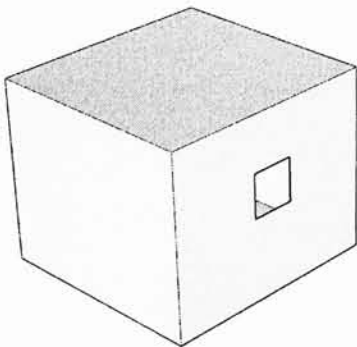
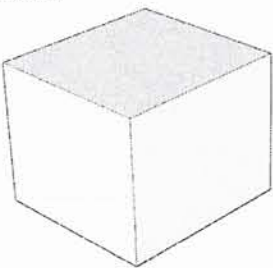


# Final\_scheme

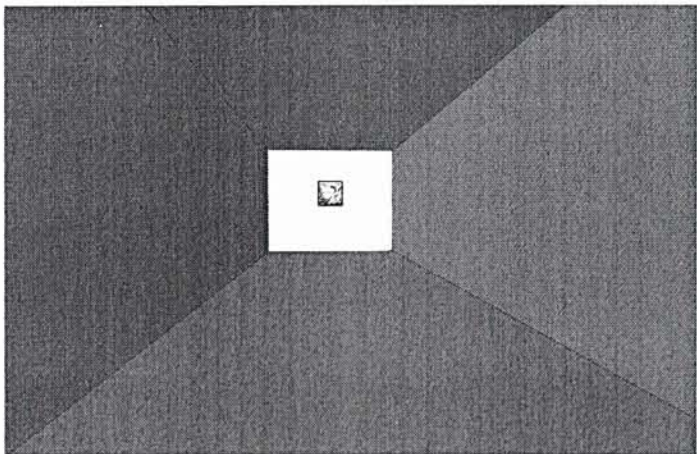
A CONCEALED BOX ---> Place without time,  
without references

## COLLAGE IN PRESENT

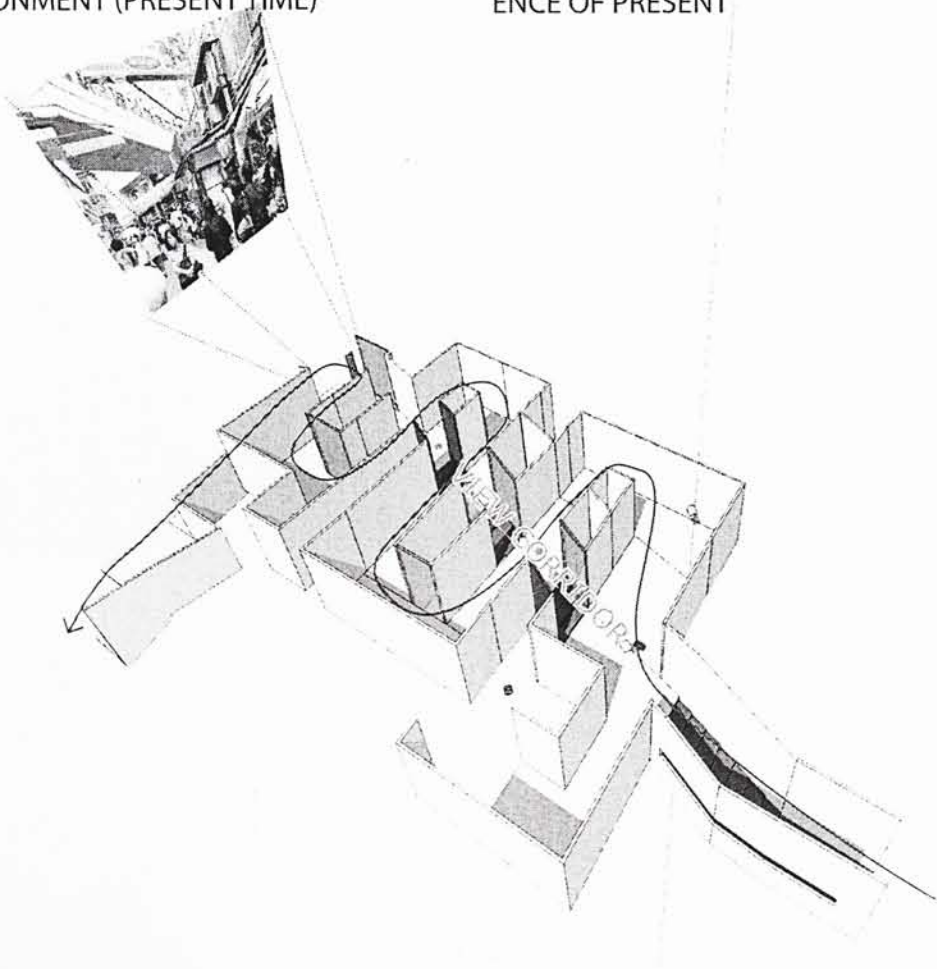
STATIC (CONCEALED SPACE) --- DYNAMIC (OUTSIDE ENVIRONMENT)



A CONCEALED BOX WITH SMALL OPEN --- MORE CON-  
SCIOUS TO OUTSIDE ENVIRONMENT (PRESENT TIME)



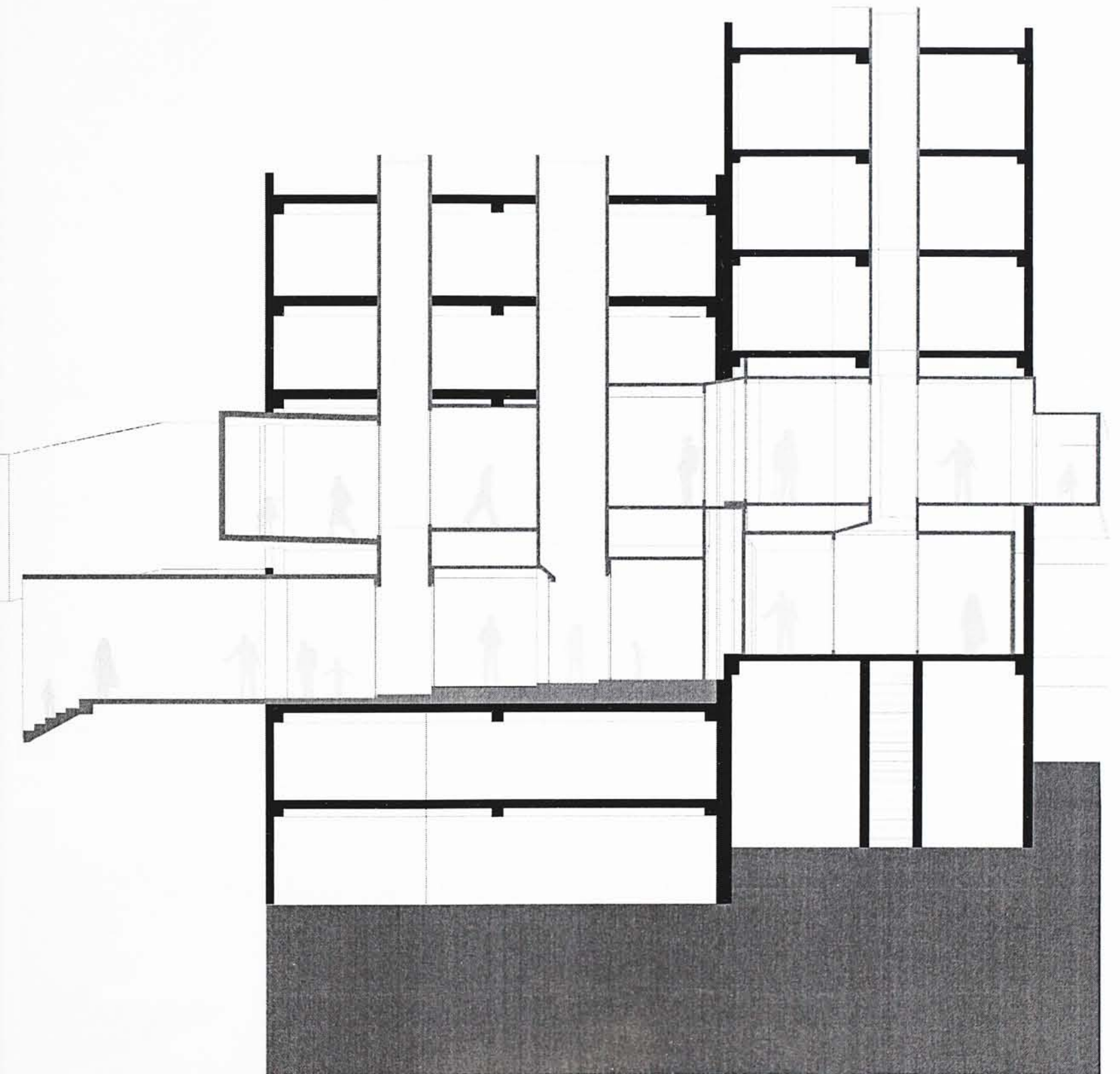
ELONGATING THE JOURNEY --- INCREASE THE EXPERI-  
ENCE OF PRESENT



# Final \_ s c h e m e

## Present's Section

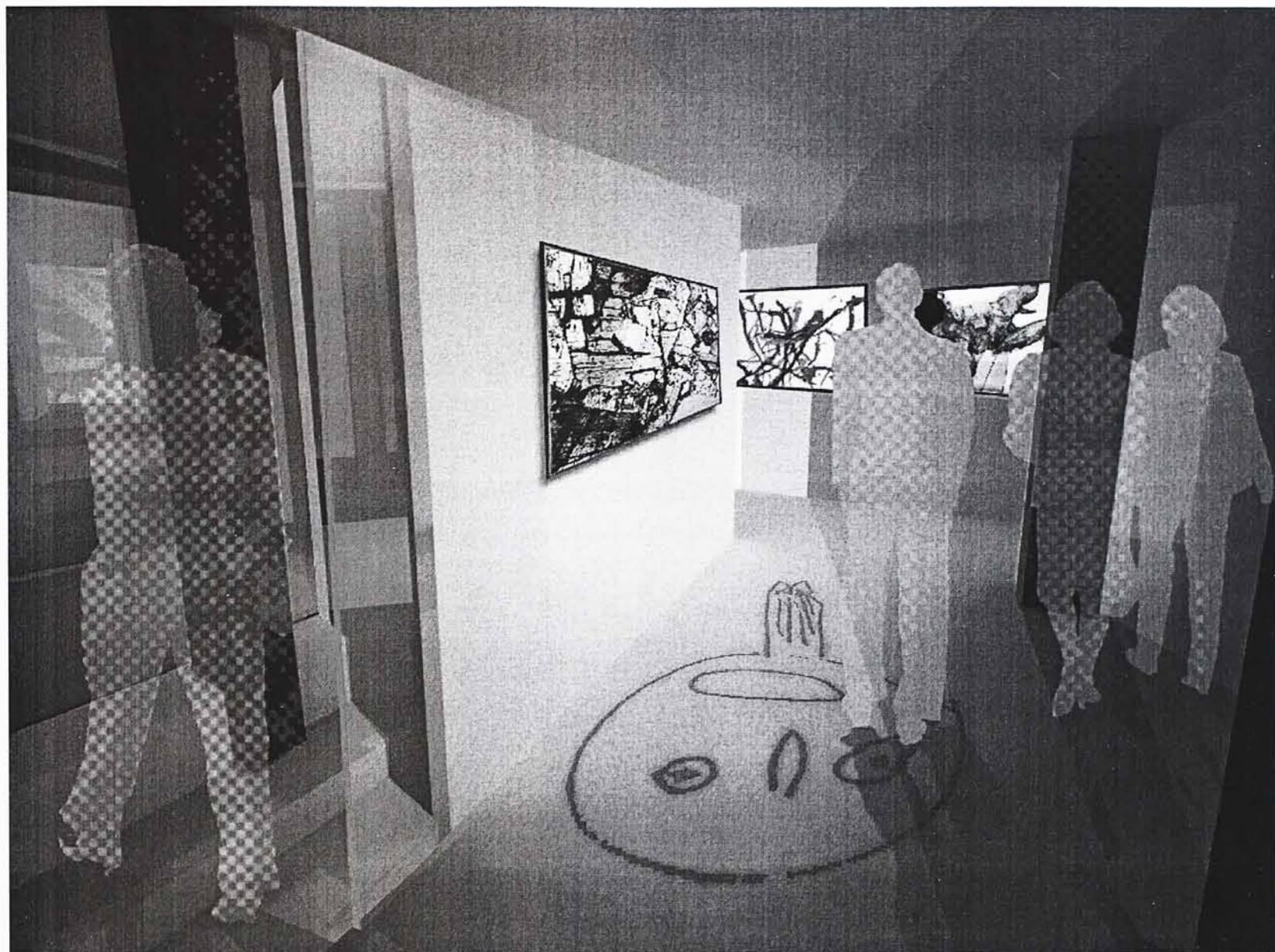
A temporary art gallery is the main theme for the past portion



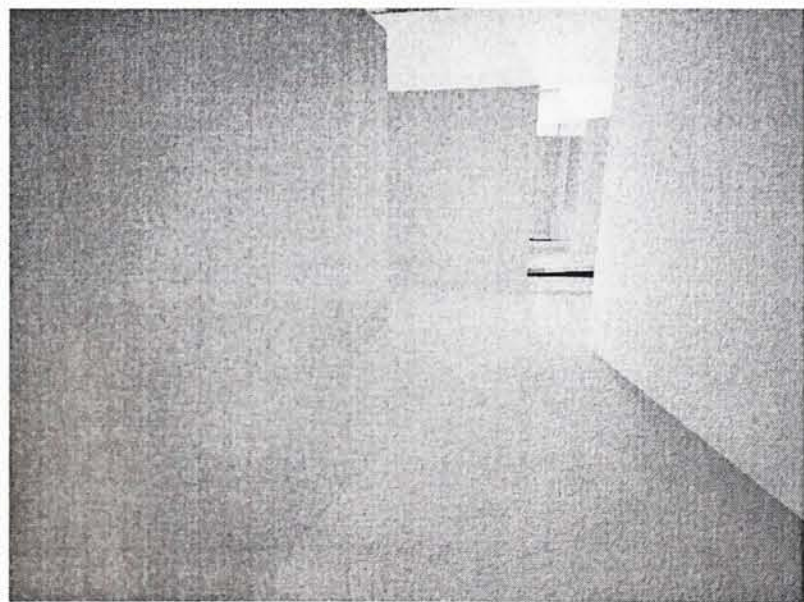
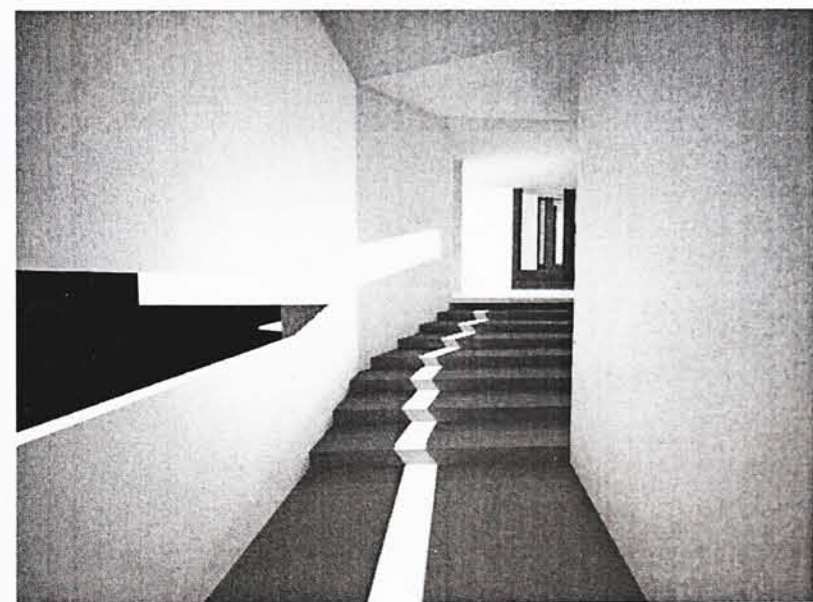


# Final \_ s c h e m e

COLLAGE IN PRESENT



The exhibition space is folded to a zigzag journey

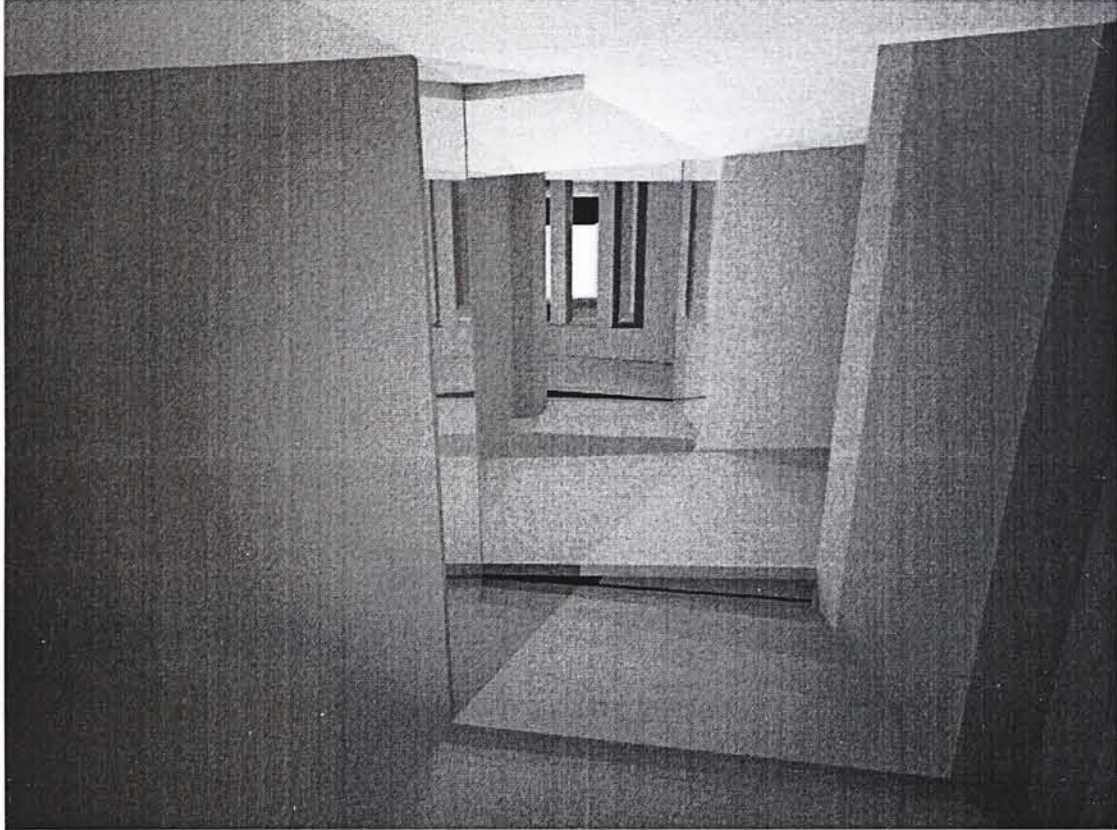


The transition space from past zone to present

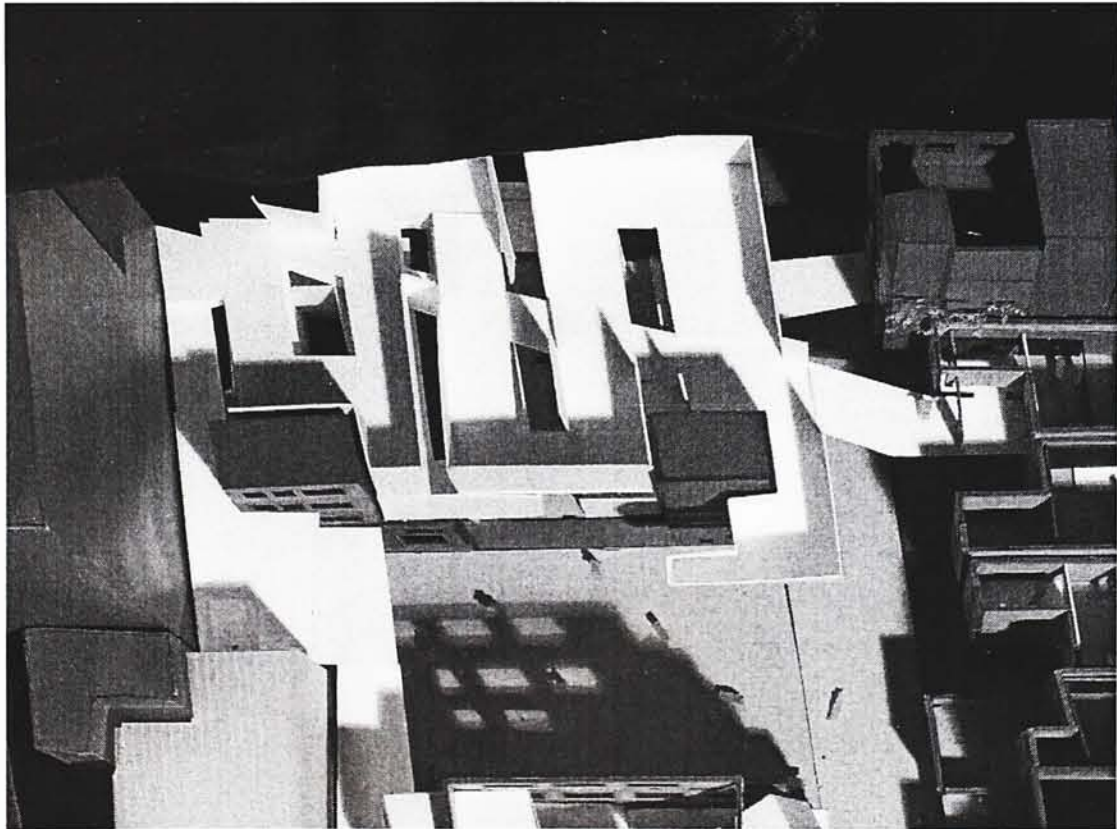


# Final \_ s c h e m e

COLLAGE IN PRESENT



A view corridor penetrate the zigzag journey, which act as a telescope to review the present issue outside.





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